Chapter Standard

Knights of the Raven

Brazen Claws

Martyrs of Elysius

Genetics 40k

What's in a Name?

And more!

2007

Chapter Standard

The Chapter Standard
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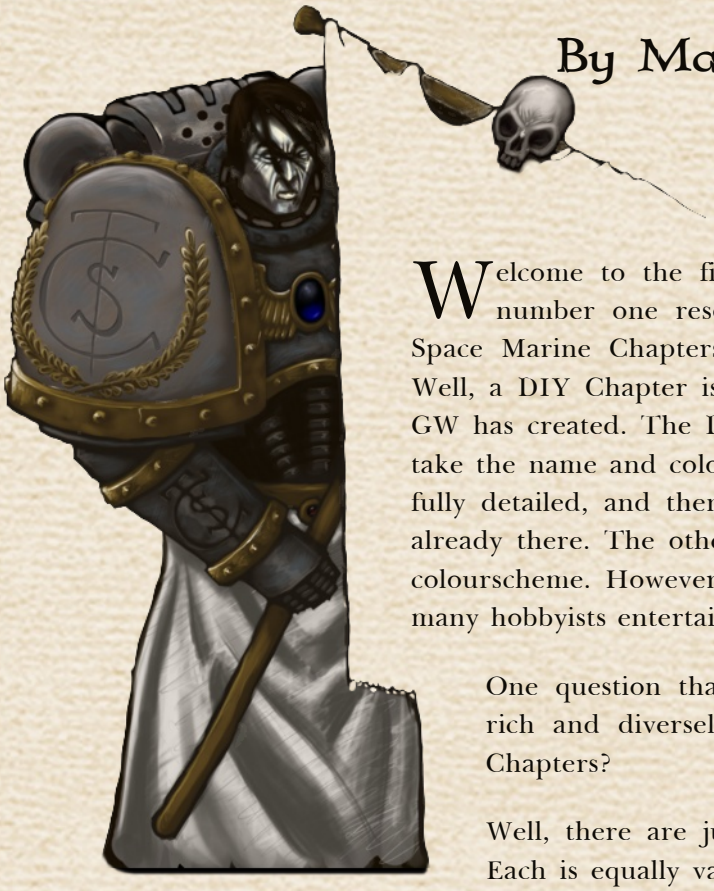
Contents

Editorial	4
The Standard Bearers	5
The Knights of the Raven	7
Writing An Index Astartes	22
Genetics 40k	25
Renegades	28
About Face	31
The Brazen Claws	34
Double the Work or Double the Style?	46
What's in a Name	49
The Martyrs of Elysius	53
Submissions	56
Questionnaire	57

Editorial: Why DIY?

By Martin Tingle



Welcome to the first issue of The Chapter Standard! TCS aims to be the number one resource within the 40k community for DIY (do-it-yourself) Space Marine Chapters, both loyalist and traitor. What do we mean by DIY? Well, a DIY Chapter is really one that you create yourself, rather than one that GW has created. The DIY process can be done in two main ways. The first is to take the name and colourscheme of an official GW Chapter that has not yet been fully detailed, and then 'fill in the gaps', building upon whatever information is already there. The other is to start from scratch with your own ideas, name and colourscheme. However you do it, DIY is a fun and enjoyable activity that keeps many hobbyists entertained.

One question that we sometimes encounter is 'Why DIY?'. In an already rich and diversely-detailed universe, why do we need to create our own Chapters?

Well, there are just as many answers to that are there are DIY Chapters. Each is equally valid, I think, if only because we're all drawn into the game for different reasons. I know of one person who was planning to start a DIY Chapter in order to use an infiltrating Devastator Squad with four heavy bolters. And that plan brought him enjoyment and enhanced his relationship with the game. I feel that the DIY process is just that - a relationship enhancer. An aphrodisiac, in a sense; a method to feel closer to 40k by creating your own personal part of the universe. Whether it's your own battle-strategies, or your own vibrant Chapter History.

From a personal point of view, DIY Chapters are a chance to exercise my ability to write, but also a chance to interact with the wonderfully dark and gothic tapestry that is 40k. That act of creation is something awe-inspiring, and certainly something you can be proud of.

Whatever the reason you're thinking about a DIY chapter, whatever the reason you've picked up this E-zine, we hope that The Chapter Standard can fulfil your needs and provide an interesting read. Please remember that we're creating this 'zine for you. If you want more or less of a particular thing, let us know! We thrive on feedback, and hope only to improve.

That's all for now. Enjoy Issue One!

- The Standard Bearers

The Standard Bearers

Your chance to meet the team behind the madness

Martin Tingle ("Commissar Molotov") is ringmaster and editor of this august publication. Known for his Castigators Chapter and his ability to survive on ridiculously small amounts of sleep, he can be seen, prowling from forum to forum dispensing his own brand of 'wisdom'. In between all that, he masquerades as an English Language student.

Nicolas R. Giacondino ("Aerion the Faithful") is a professional illustrator living in Argentina, the land of tango, beautiful women and corrupt politicians. He is a self-taught artist, currently writing and illustrating his first major graphic novel, UTOPIA, whilst working as a concept designer and on various private commissioned pieces. His passion for the futuristic, the gothic and the epic brought him to the world of Warhammer 40,000, and he has illustrated many popular (and controversial) images, due to his particular and original style.

Ronnie Darrell Slone ("Darrell") is from the mountains of Southeastern Kentucky, not far from the West Virginia, Tennessee and Virginia State Lines. He is currently a college student aiming to pursue a career in computers, specifically game programming. Ronnie first became interested in Warhammer 40K through his love of all things power armor, which drew him first to the Space Marines and then expanded into Orks, Imperial Guard and several other armies. He is specifically interested in the fluffy, creative aspects of the game though he is also building a Space Marine army of the Judicators Chapter, a DIY member of the Astartes Vocates.

Christopher Sorlie ("Rorschach") is 26 years old, and lives in the icy hell that is Tromsdalen, farther north in Norway than you thought civilization possible. Here, he spends time studying literature science, reading comic books, and often combining the two. He also works in a bookstore, paints miniatures and successfully juggles a girlfriend at the same time. His drug of choice is Dr. Pepper, and his relationship to The Smiths and Joy Division is akin to that of a Catholic's to the Virgin Mary.

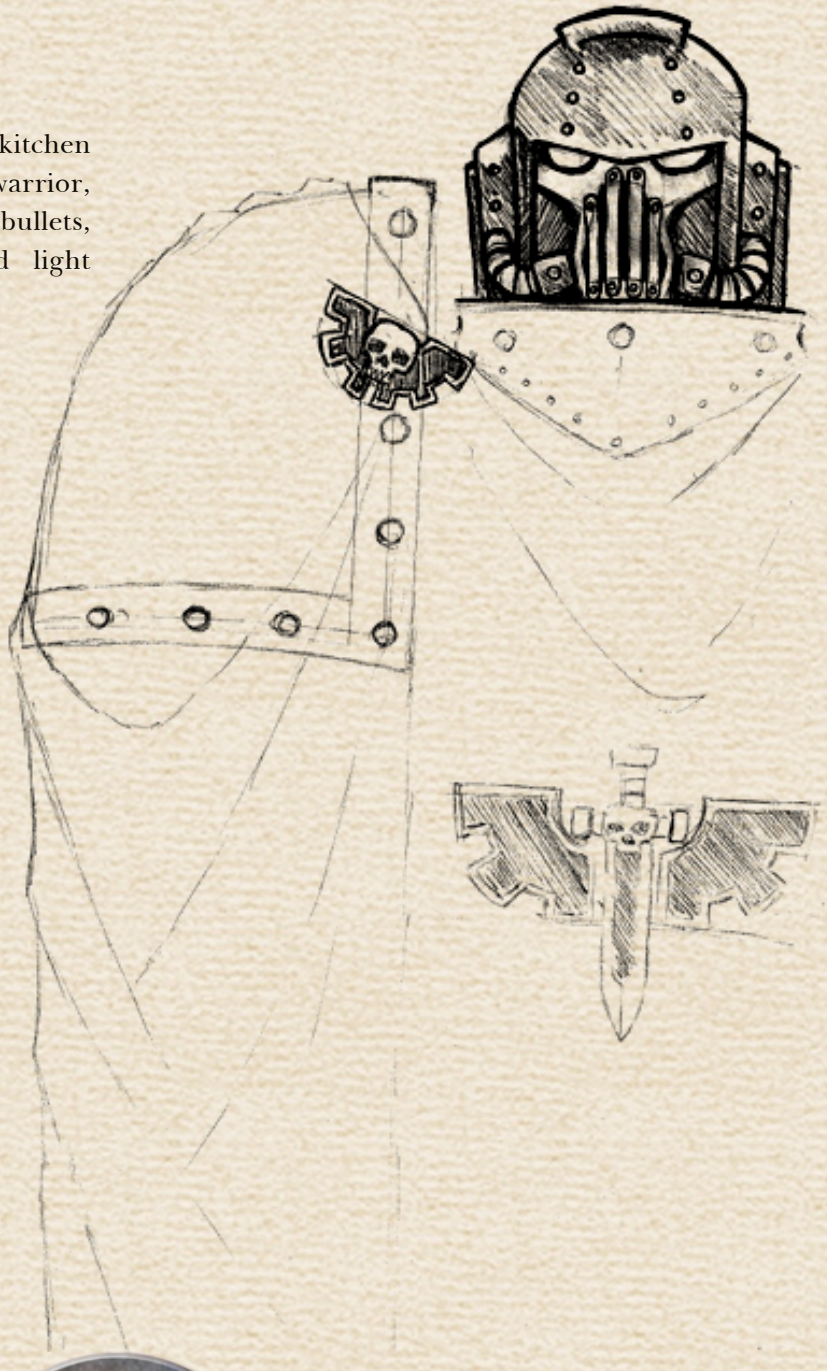
David Sondered ("Colrouphobic"), lives with his (soon-to-be) wife in the land of the midnight sun, together with their two children and a cat. He hates cats. During working hours he serves as a counsellor of study-techniques for an upper secondary school. At night he turns into a havoc painter that does some part-timing as a freelancer and juggles this with his passion to paint images of Warhammer 40k.

Malcolm Wilson ("Barret") is a game designer who originally hails from the other land of the midnight sun, but now gets rained on a lot in Vancouver, Canada, where he works at Radical Entertainment. Malcolm is a nascent megalomaniac and armchair strategist drawn to the world of 40k for the wargaming, and may someday actually get to play a game against another human being. The Thousand Swords, Knights of the Raven and Sons of Dagda are all still waiting to be painted, and there's a Chaos army coming, and an Ork army due with the new codex...

Charles Williams ("Nine Breaker") currently resides in the land of ford trucks and chewing tobacco - North Carolina, USA. He has little time for a real job, and is a full time athlete/lady's man/pirate enthusiast. Both in real life and in several gaming communities, he is known for his "damn the torpedoes" attitude and blunt speech. Though you could count the number of 40k games he's played on one hand, he has a huge interest in the gritty and dark background, or 'fluff', of the Warhammer 40,000 universe. He has created several DIY chapters, one of which, the Angels of Perdition, is part of the DIY project known as the 'Astartes Vocates'... And did we mention that he's a pirate enthusiast?

Chaptermaster Graymantle is an alcohol-free "Viking", who ironically enough lives in a small town called "the Drink." He started building his own "toys" when he was six, and never stopped! This never-ending love of creativity has bled over into all sorts of projects and also made him pursue a career in graphic design. And what Graphic Designer would be complete without a multi-coloured background? Not only is he a relentless creator, he is also a former Martial Arts instructor, Medic and Combat Engineer. When he isn't writing or doing graphics, he can be found working on his DIY 40k Army: "The Guardian Angels"; to the great frustration of his family and friends who often wonder if his attentions wont soon shift over to girls and partying as well, and what kind of a job he will eventually end up with in the real world. They're still wondering...

Niklas Jonsson ("Tubal"), a swedish kitchen interior technician and weekend warrior, enjoys shooting his friends with plastic bullets, stalking the Chernobyl exclusion zone, and light graphical work.



The Knights of the Raven

If you would command the future, you must conquer the past

By Malcolm 'Barret' Wilson

For nine thousand years, the Knights of the Raven have probed every corner of the galaxy and plumbed the depths of human knowledge in the belief that if they learn enough, they can save the Imperium from the myriad threats that press against it from every side. Beneath their Fortress Monastery is a vast storehouse of knowledge that rivals Mars and, it is said, the Black Library itself. Now, as an ancient evil rises, intent on cleansing the galaxy of the living, the Knights of the Raven will find the depths of their knowledge and resolve tested to their limits.

Origins

At the dawn of the thirty-second millennium, with the scars of the Horus Heresy beginning to heal and fade, the High Lords of Terra commissioned the historic Third Founding of the Adeptus Astartes, hoping to usher in a new era of stability and expansion for the still-battered Imperium. One of the Chapters founded at this time was the Knights of the Raven. With the need for resolute and reliable defenders still high, in the aftermath of the Heresy, it was decided to use the geneseed of the Salamanders for the new Chapter.

The Salamanders, without any Second Founding Chapters, were justifiably proud of their new Successors, and gifted the fledgling Chapter with a great many suits of power armour that had been seeing service for centuries. Although venerable and respected, this armour was less reliable than the newer Corvus Armour, so to ensure the knowledge of artifice was passed on to the new Chapter, the first Chapter Master and Master of the Forge came from the ranks of Salamanders' greatest heroes and artificers.

With their recruits coming from many of the worlds in the Segmentum Solar and their training progressing under Chapter Master Silas, a massive and ancient Space Marine, the Knights of the Raven quickly began developing a particular culture that was to shape their future. The Salamanders' doctrines of steadiness in combat and reliance on close-ranged firepower were deeply ingrained into the Knights, while the need for continuous and skilled maintenance of their revered wargear led to a flourishing of the Cult of the Machine God within their ranks.

On the two-hundred and fiftieth anniversary of the beginning of the Third Founding, the Knights of the Raven were proclaimed ready to serve the Imperium in the wider galaxy. They were given a fleet, composed of two Battle Barges, the Nox Malleus (which they renamed the Equitis Malleus) and the Executioner, four Strike Cruisers (the Corvus Ferrus, Defensor de Iustitia, Argos Nova and Citius Victoria), an assortment of escort craft, and told to find a homeworld on the north edge of the Ultima Segmentum, near the desolate area known as the Ghoul Stars.

The journey to the Ghoul Stars is largely unrecorded, and was presumably uneventful save for two notable events. As they passed the volatile space near the Storm of the Emperor's Wrath, the Knights of the Raven happened upon a lone Blood Angels patrol craft under attack by several Dark Eldar craft. Acting quickly, Silas ordered the fleet to interpose itself between the Xenos and the Blood Angel ship. The raiders, seeking only easy prey, quickly fled. In gratitude, Silas and the Knights were invited to Baal, where the fledgling Chapter exchanged gifts and oaths of brotherhood. It is not known what the Knights gave the Blood Angels, but they received a death mask, reputedly from the time of the Crusade, that is still worn today by the Knights' Master of Sanctity.

Eventually, the fleet arrived on the periphery of the Ghoul Stars and took for their homeworld the planet Pharo II, settling in the mountains of the northern continent. The planet had a ruling warrior caste with a code based on honour and industry, which greatly appealed to the Knights, and soon their ranks began to swell with recruits.

The Massacre of Dai-son V

Two decades after the arrival of the Knights of the Raven upon Pharo, Chapter Master Silas decreed it was time to launch the Chapter's first expedition into the Ghoul Stars. After much consideration, the honour was given to the Fourth Company under Captain Dercius Quintus, a brash and martial leader originally from the elite Firedrakes. Taking the Defensor de Iustitia and the Argos Nova, most of the Fourth Company and elements of the Eight and Ninth Companies, Quintus headed for the nearest system, Dai-son.

Dai-son is an eight-planet system orbiting a red giant with several heavy asteroid fields interspersing some of the planets, and Quintus moved his fleet in-system with all due caution, conscious of the chance of ambush. The first three planets were uninhabitable, little more than frozen lumps of ice and ore, and it was on the fourth planet in, just inside one of the asteroid belts, that the fleet found life.

As the fleet came into orbit over the fourth planet, several Dark Eldar ships launched and fled in-system towards the second asteroid belt. Quintus ordered his patrol craft to pursue and destroy, while he put the Strike Cruisers in interdiction over the planet and led an expedition down to the surface. What he found was death.

There had been a small but thriving human colony on the planet, little out of the Bronze Age before the Dark Eldar had arrived. Every village had been systematically exterminated, hundreds of thousands slaughtered in manners that turned the stomachs of even the most hardened Space Marine. What worried Quintus more was the thousands that were missing. The few survivors, driven mad by torture and horror, spoke of 'great black flying daemons that spat forth mighty warriors who stole our children,' before the Knights granted them the Emperor's Peace. With a promise to avenge the dead, Quintus returned to his flagship and called back his fleet. The pursuit craft had skirmished with the Eldar near the second asteroid belt and shot down several of the swift but fragile raider ships. Emboldened by this, and enraged by the horrors he had seen, Quintus ordered the fleet into the asteroid belt, confident that the raiders would scatter and flee before his superior numers as they had near Baal.

The fleet encountered a small group of Eldar ships not far into the asteroids, including several stolen Imperial freighters that Quintus assumed to be the prison ships the survivors had spoken of. The Eldar scattered and fled into the debris field as he expected, and he ordered the Defensor after the freighters. The mighty Strike Cruiser quickly caught the freighters, and Quintus launched boarding torpedoes at both, personally leading the first wave. He never lived to regret his mistake, for as soon as the Defensor came alongside, both freighters overloaded their plasma cores. The dual explosions tore the Strike Cruiser apart like a tin can. The explosion fading from their monitors, the stunned survivors found themselves suddenly surrounded by dozens of the sleek Dark Eldar ships. Only the Argos Nova returned, barely able to make the warp-jump home. It remained in orbit over Pharo II, slowly being repaired, for three hundred years.

When Silas heard of the massacre, he howled with grief, tearing great clumps from his snow-white beard and finally locking himself into the Monastery's library. At first the Chapter thought he was simply hiding the depths of his grief and regret, but the days turned into weeks, and then into months without contact from the Chapter Master, save for orders shouted through the librarium doors that no pursuit or attempts at revenge were to be made.

Greatly unsettled by Silas' odd behaviour and grieved and shamed by the massacre of the Fourth Company, the Knights of the Raven went about completing the Fortress Monastery and recovering their losses. The survivors of the Fourth Company repainted their livery with a broken sword in memory of the massacre, and every Captain to succeed Quintus has incorporated this device into his standard since that day to this one.

Finally, exactly a year and a day after news of the massacre reaching Pharo, Silas re-emerged from the library. The Knights were shocked to find that their once-massive bear of a leader had been transformed into a pale, wasted man who barely fit into his power armour. Though he had not eaten or rested for a year and a day, his eyes burned with the old fire and he announced that he had spent his year of penance and solitude in study of the Codex, the Tactica Imperia, the writings of the Khans of the White Scars who had spent much time fighting the Dark Eldar, and innumerable other texts on the fiendish Xenos. Seemingly heedless of, or perhaps because of, the Knights' still-shattered morale, Silas gathered together the First, Third and still under-strength Fourth Companies and took to the stars

with the Equitis Malleus, the Corvus Ferrus and the bulk of the remaining fleet. He left instructions with the Master of the Forge, Dalton, to continue the building of the Fortress Monastery in his absence, and that great vaults were to be excavated beneath to house 'the largest library this Segmentum will ever see'.

Silas returned to the Dai-son system with vengeance in his heart and a plan in his head, though his officers knew of only the former. He bewildered the Knights by ordering small sorties into the system at seemingly random points with orders to wait for the Eldar to show, fire a few desultory shots and then retreat with all haste. He kept this up for several days, appearing to be searching the system, though in an oddly haphazard fashion. Just as his officers were beginning to wonder if his time in isolation had affected his faculties, he ordered the entire fleet to make a warp jump in-system to very specific coordinates. The Knights finally realized the genius of his plan when they appeared almost directly on top of the enemy fleet.

Caught flat-footed and in the open, the swift but fragile Eldar ships were no match for the massed firepower of a Space Marine fleet. Silas had been deliberately timing the arrival of the enemy's attacks and used them to triangulate their main fleet. When asked by his officers how he had formulated such a strategy, he replied, 'Heed the wisdom of the ancients, my brothers. They hold the keys to the future.'

The fleet, full of victory and vengeance, salvaged the remains of the Defensor de Iustitia and the bodies of their fallen brethren and constructed a massive shrine from the wreck upon the surface of Pharo V. Once it was complete, Silas looked upon it, nodded once and, smiling gently, dropped dead. The legend became that, when the Apothecaries examined his body, they found that his organs had atrophied over his year of solitude that it was seemingly a miracle he'd lived that long. This is doubtless exaggerated, as all legends are, but Silas was clearly a man of untold willpower.

After a ritual year of mourning for Silas and the martyred Quintus, a Captain named Sinnott was chosen to become the second Chapter Master of the Knights of the Raven. His first decrees were to honour the wishes of Silas and complete the great vaults beneath the Fortress Monastery. After that, he declared he would be spending a year in contemplation and study, just as Silas had, and that during this time the Knights were to build outposts in the Pharo and Dai-son systems to keep sovereign the space won with much blood. He also sent members of the Librarium, the Reclusiam and the Techmarines out on pilgrimages to all the great centres of learning in the galaxy in order to bring back knowledge and wisdom to begin filling the Knights' vaults. The Blood Angels, according to the Knights' histories, were of great assistance in this, for with their long lives and taste for art they had collected many histories and texts they shared with their brethren.

And so it was for centuries. The Knights of the Raven continued to send great expeditions into the Ghoul Stars, cleansing neighbouring systems of the Xeno and the Heretic and opening the door to colonization and trade. Each new Chapter Master kept up the tradition of spending his first year in study and contemplation until the tradition had spread to all members of the Chapter. It is estimated that each Knight spends at least one out of every ten years in the great libraries, that time increasing as they grow old and less fit for the rigors of the battlefield. During these periods of contemplation by the Chapter Master, the Chapter is left in the hands of a council formed of the three Lt. Commanders, the Master of the Forge and the heads of the Librarium and Reclusiam. Not since Silas, however, has any Master ever exiled himself entirely, and more than one newly appointed Chapter Master has been brought prematurely from study by a crisis.

The Chapter also kept up its traditions of using and maintaining ancient wargear, and sent many recruits to Mars for training in the ways of the Omnissiah. Soon the traditions of the Promethean Cult, instilled by Silas and the original Master of the Forge, merged with the Cult of the Omnissiah and every Marine, in addition to spending time in the libraries, was also expected to spend a year under the supervision of the Master of the Forge learning the ways of the Machine-God. The most promising of these candidates are then sent to Mars, while others return to regular service, often wielding weapons they themselves have forged. It is now the norm for any Marine of rank or age to have expertise near that of apprentice Techmarines in other Chapters.

The following centuries could be considered a 'Golden Age' for the Knights of the Raven, as their great library expanded and filled, and their task forces led purges and explorations into the Ghoul Stars and surrounding area, seeking out the relics and ruins of ancient civilizations, both human and Xeno. Several otherwise barren worlds proved to hold incredibly ancient ruins and structures of clearly non-human and non-Eldar origin, but, to their eternal frustration, the Chapter was never able to delve very far into the mysteries of these ruins, as most proved to be (apparently) little more than elaborate death-traps. Only once did a Knight see the interior of one of these techno-ruins. He did not live long, grievously wounded by the final anti-intruder mechanism, but his final transmissions spoke of 'a vast mausoleum, thousands of statues in honour of a great monolithic tomb'. His body was never recovered.

As travel became safer, thanks to the actions of the Knights against the Dark Eldar and Ork pirates, more and more Inquisitors and Adeptus Mechanicus Explorator Fleets moved into the area, bringing with them knowledge that could be learned, traded for and ultimately stored within the Knights' storehouse. Even the enigmatic Eldar, those who did not prey upon human worlds, were cautiously welcomed by the Knights', for they knew of times and things beyond the scope of human recordings.

Although the Chapter gained friends within the Inquisitorial Ordo Malleus by aiding actions against rebel Astartes and cultists around the Storm of the Emperor's Wrath and even the more distant Maelstrom, many members of the Ordo Xenos cast a baleful eye upon the Knights' dealings with the Eldar and their delving into the secrets of alien ruins. Finally, matters almost came to a head at the beginning of M33, a thousand years after the Knights' Founding. A highly Puritan cell of Alienhunters were rumoured to be gathering evidence to condemn the Knights for crimes against humanity when the current Chapter Master, a native of Pharo II, Angus the Red (so named for his devotion to the Cult of the Omnissiah), launched the most successful of the Knights' pogroms against the Dark Eldar.

Using knowledge and maps they publicly (and loudly) admitted to have garnered from the Eldar themselves, the Knights of the Raven attacked and destroyed several Webway gates the Dark Eldar had corrupted, saving countless thousands of human lives and crippling Dark Eldar actions in the sector for centuries to come. It is legended that even Ahriman himself was stymied by this for a time, though no reputable source exists to confirm these claims. In a highly publicized move, Angus the Red presented the head and relics of a great Dark Eldar Archon to the potentates of a nearby shrine world, where the Knights were hailed as heroes and given many accolades. In the face of such indisputable loyalty, effectiveness, and above all, popularity, the inquest into the Knights was effectively curtailed, though the suspicion would fester amongst the Ordo for a long, long time.

Angus the Red

Angus the Red stands today, eight thousand years later, as one of the greatest Marines to lead the Knights of the Raven. He was considered by many of his contemporaries to be a true successor to Silas, leading the Knights to several great triumphs and in all likelihood saving the Chapter from proscription by the Inquisition with his adroit political maneuvering. He was a massive man, furthering comparisons to Silas, and was known for his strategic genius. Although he died in the rearguard of his only tactical miscalculation, he is honoured today as one of the great heroes of the Chapter, and his mighty thunderhammer is one of the relics passed down to modern Chapter Masters and a great statue marks the place of his death

During this time, the Knights were active in many areas of the galaxy, going further and further afield in their endless pursuit of knowledge, and they underwent several organizational changes. The predecessor to Angus the Red, Chapter Master Dalton II, led a detachment of the Knights to the Eye of Terror to help stave off Abaddon's First Black Crusade in 781.M31. Since the Massacre of Dai-Son V, no Knights of the Raven task force had left their home system in strengths smaller than two companies simply through tradition. Dalton II decided to make it a part of the Chapter's tactical dogma.

After a ritual year in study after returning from the Cadian Gate, Dalton II decided that in order to ensure future success the Chapter should look to the past. As such, the Chapter command structure was reorganized closer to the lines of the pre-Heresy Legions. Old ranks, titles and heraldry conventions were reinstated throughout the Chapter, along with a few modifications, and tactical tradition become doctrine. There was some concern in some quarters that Dalton II was attempting to rebuild for himself a Space Marine Legion and seize the kind of power not seen since the days of the

Crusade (and doubtless aiding the cause of the Alienhunters stirring against the Knights), the changes proved to be simply organizational and no massive increase in the Chapter's numbers or territory was forthcoming.

For another three thousand years, the Knights of the Raven continued in their normal manner, amassing knowledge and bringing death to those who would threaten the Imperium. Study continued of the barren worlds within the Ghoul Stars, though they continued to prove frustratingly obscure. Communication was kept with the Eldar, though it was not always peaceable, for the Knights took part in a Crusade to stave off the depredations of a hostile minor Craftworld attempting to move through Imperial space. It was only when the greatest conflict since the Heresy beset the Imperium that the Knights were forced to change their ways.

The Closing of the Gates

When the Age of Apostasy began and civil war wracked the Imperium, the Knights were caught off-guard. Morally unwilling to side with the clearly insane Vandire, yet duty-bound to defend the Imperium, the Knights did what they thought safest; they clamped down on the systems and colonies they had spent so much blood defending and refused to leave their space for anyone or anything. Only after Vandire was thrown down and a semblance of order restored did the Knights lift their cordon, sending out small task forces of Pharoite construction crews, police forces and others necessary to aid in restoring order to war-ravaged areas of the Imperium near their space, all under the watchful eye of a squad or two of Knights. However, just as they began to believe the war had passed them by, crisis erupted on their own doorstep.

Dai-son V, ever a place of ill-omen to the Knights, had been recolonized and prospered under the watchful eye of the Knights and become an important link in the trade routes skirting the Ghoul Stars. The prosperity and greed of the ruling merchant class had been subtly twisted while the Knights were looking outwards, and two years after the end of the Reign of Blood, Dai-son V declared itself independent of the Imperium. The Knights were quick to respond, blockading the planet and attempting to open a dialog with the leaders of the rebellion, refusing to believe that a planet they had nurtured for so long could betray them. It was only with the simultaneous arrival of a cadre of new minted Ordo Hereticus Inquisitors demanding action and the news that the rebels had toppled and desecrated the monument commemorating the Massacre of Dai-son V that the Knights were forced into action, much sooner than they would have preferred.

Flatly refusing to bomb the planet into submission, the Knights began a campaign of subversion and misdirection, secretly landing Marines on the planet to work with local loyalists in harrying the rebellion, diverting efforts away from the building of defenses and propaganda campaigns to turn the populace against the wealthy elite who had seized control. Finally, after six months of this and six months of Inquisitors chafing at the bit, the Knights struck. Massed Thunderhawk and drop pod landings were combined with uprisings and acts of sabotage across the planet. Infiltrated Knights acted enemy formations from the rear while other smashed the front lines. In less than a week, the planet was completely under the control of the Knights, and the leaders of the rebellion were presented to the Inquisition. The Knights were hailed as heroes by the locals, who had been subject to food shortages and brutal purgings by the increasingly paranoid rebellion (that many of these hardships were caused by the actions of the Knights never seemed to occur to the populace, or was suppressed beneath an aggressive propaganda campaign). Jubilant in their success, and the surprisingly low level of collateral damage inflicted on the planet, the Knights prepared to return to their regular activities.

Then the Inquisition stepped in. The leader of the Hereticus coven, a firebrand Puritan and a student of history himself, was deeply disturbed by the conduct of the Knights, whose strategy 'reeked of Alpharius'. Threatening the Knights with Excommunication and proscription, the Inquisition seized control of the planet and began mass interrogations, deliberately targeting those who had aided the Knights in the planet's reconquest. The Knights were appalled and outraged by this as they watched whole cities put to the pyre for nothing. In desperation they appealed to their allies in the Ordo Malleus, but found no aid there, for few wished to speak against the Inquisition, even other Inquisitors, in the paranoid aftermath of Vandire. And, not-so-secretly, many wondered if the Knights had, indeed, delved too deeply into ancient texts and been infected with the writings of the Arch-Heretics.

The Knights, stunned and betrayed, retreated into

their Fortress Monastery to come to grips with this new, hostile universe. For millennia they had fought and bled for the Imperium, and now they were being suspected of heresy, just for wishing to spare the lives of innocents. It marked the end of an era of openness from the Knights. After the close of the Inquisition on Dai-son V, the Knights clamped down their borders almost as tightly as they had during the Reign of Blood. Gone were the days when the library doors were thrown open to anyone who asked. Even their old allies within the Ordo Malleus were greeted with suspicion and thinly veiled anger. It was rumoured that the Knights still trafficked with the Eldar, and some even said that they made use of the fabled Webway, though these were likely the whisperings of the Chapter's old enemies within the Ordo Xenos.

Thus, after six thousand years of proud and faithful service to the Imperium, the Knights passed largely from the awareness of the wider Imperium and their great library was no longer a destination for historians and generals alike. The Knights continued to send troops to aid the Cadian Gate and Adeptus Mechanicus Explorator fleets, but little of their military actions during this time have been recorded by Imperial sources.

Rise of the Machine

As the forty-first millennium progressed, the Knights of the Raven were about to be returned to the awareness of the wider Imperium in a way they could not expect. They aided the fighting on Armaggedon, against the Tyranid menace, though their efforts to assist in the Damocles Crusade were stymied by the Ordo Xenos, who were only too aware of the Knights' desire to capture and study the Tau's remarkable technology.

The Knights had long held a tradition of aiding fledgling Chapters, and when the Astral Claws took up residence around the Maelstrom, the Knights were quick to send veteran Marines and gifts of equipment and knowledge to aid the Claws against the threats that lurked within the warp storm. Friendly relations existed for years between the two Chapters until the rise of Lufgt Huron.

When the Badab Uprising began, the Knights saw it, as other did, as an attack by the Inquisition against a sovereign Chapter. Ironically, the only thing that saved the Knights from sharing the fate of Astral Claws (for the Inquisition would not have been as lenient with the Knights as they were the Lamenters and others who joined the Tyrant of Badab), was the rise of the greatest threat to humankind: the Necrontyr.

In 897.M41, Sanctuary 101 on the eastern fringes was destroyed by unknown attackers. A few years later, as the Badab Uprising boiled over, the Knights and the Adeptus Mechanicus began notice odd activity among the ancient ruins they had found on planets around the Ghoul Stars. It culminated in .903 when a temperate world on the edges of the Knights' space was stripped of all life, seemingly overnight. The world was inhabited by only a few thousand, though the Knights were surveying the planet for further colonization. When they returned and found the planet a lifeless rock, they immediately suspected the Tyranids, but no evidence could be found to support the theory. Chapter Master Dorian Pell, who still commands the Knights to this day, moved quickly to divert his forces to securing their northern border, heavily garrisoning the populated worlds they had watched over for millennia. This done, he did what all Masters of the Knights do in time of crisis: he retreated into the archives for a year and a day. While he was there, several envoys from the Adeptus Mechanicus and even the Ordo Xenos arrived and were welcomed into the Chapter's library. There Pell held a conclave, drawing the wisdom of the gathered Marines, Tech-Magos and Inquisitors. It was eventually decided that this was not the work of the Arch-Traitors, the Tyranids, or any other known Xeno race, and was probably connected to similar events occurring across the fringes of the galaxy.

Accordingly, Pell formed a new task force, comprising the First and Third Battle Companies and supported by elements of the Eighth, Ninth and Tenth Reserve Companies, all under Lt. Commander of the Line Vincent Mordecai, Captain of the First Company. Several Tech-Magos and Inquisitors joined Mordecai on the Equitis Malleus as the fleet pushed into the now-hostile territory of the Ghoul Stars. There, they are attempting to locate, study and (hopefully) purge any Necron Tombs they could find. Their progress over the last century has been slow, grinding and costly, but they believe they have staved off several attacks on Knights space and learned much, but the usefulness of their actions is under question as the true extent of the Necron threat is slowly being uncovered.

Due to this heavy commitment in the galactic north, the Knights had little participation in the Third

War for Armageddon or the Thirteenth Black Crusade. When the War for Medusa V began, they decided that their priority was against the Necrons, not defending doomed worlds. They were much chagrined when they learned of the level of Necron activity on the planet.

Homeworld

The Knights of the Raven are based on the planet Pharo II, a small, cold but habitable planet orbiting a blue dwarf star. The planet has only a single major landmass, a pangeatic, hemisphere-spanning continent divided by narrow isthmus into two sub-continents. The larger northern subcontinent reaches almost to the north pole and is mostly mountainous and sub-arctic, while the southern subcontinent is in reality a long peninsula pushing towards the south pole.

The Knights' Fortress Monastery is built amongst the mountains and boreal forests just south of the planet's arctic circle, just before the hills give way to endless tundra and icefields. The hill flatten into rolling highlands towards the equator where most of the planet's populace is centred. The southern subcontinent, meanwhile, is one vast, freezing veldt whipped by scouring winds that build up over the southern oceans and fly over the land with nothing to stop or slow them.

The northern mountains feature a series of volcanoes that have only ceased being active within the time of the Knights' presence (though still nearly seven thousand years ago), and have left the area rich in ores and fertile valleys.

The local Pharoites had a civilization roughly analogous to medieval Earth before the coming of the Knights and the building of two great spaceports. With the stability and trade lines brought by the Knights, the planet quickly prospered and became as modern as any planet in the Imperium. Extensive mining operations are conducted across the northern continent, and prometheum is drilled off the southern coastline, but the Knights have worked closely with the Planetary Governors to ensure that the reckless devastation seen on Armageddon and other planets never comes to Pharo II.

The planet pays its tithes in ores, fossil fuels and the by-products of the leviathan sea-mammals that inhabit the depths of the oceans (especially their rich furs and delicious baleen), and in Imperial Guard regiments (which have seen glorious actions across the galaxy and are renowned for the high quality of their officers, no doubt showing the influence of the Knights).

In addition to the Pharo system, several inhabited planets (either reclaimed or colonized under the auspices of the Knights) lie within the space the Chapter claims, though not in as official or organized a fashion as the Empire of Ultramar. Most of these populations are closely related to the Pharoites, and share the same cultural and genetic profile.

The Pharoites have long been ruled by a soldier caste in a semi-feudal system under the Planetary Governors and the Chapter Master of the Knights. Unlike the warrior cults of other planets, the ethos of the Pharoite soldier is based on honour, industry and discipline. Every soldier is expected to care for the lands under his domain, to uphold the law, and to have a craft they ply when not at war. Some of the most famous Pharoite warlords have also been the most famous Pharoite philosophers, historians, blacksmiths and poets. This tradition easily meshed with the philosophies of the Knights of the Raven, and two cultures quickly intertwined and supported each other.

Every ten years a series of great Games is held in the capital city of Pharo II. Promising youths from across Knights' space come together to compete in a long series of events testing their physical talents, intellect and knowledge of war and combat. The winners of these games are granted positions judged best fitting to their talents (usually apprenticeships), and the most promising are taken by the Knights to the Fortress Monastery to begin the long and arduous process of becoming Space Marines.

In addition to their Fortress Monastery, the Knights have build fortifications in most of the systems they watch over, and a significant portion of the Chapter's strength is committed in holding these positions, especially over the past century as the Necron threat rises.

Organization

The Knights of the Raven largely follow the precepts of the Codex Astartes in organizing the Chapter, but they diverge from the teachings of Guilliman in a few ways, based off their experiences in waging war.

The most notable divergence is the resurrection of the ranks of Lt.Commander, Lieutenant, and

the addition of the rank of Corporal. Every squad is command by a Sergeant and seconded by a Corporal, who takes command if the Sergeant dies or the squad is split into Combat Squads. Under every Captain are two Lieutenants, one of whom leads the Command Squad and the other the 1st Tactical Squad. These officers are expected to lead the Company if the Captain is injured, elsewhere or if only a smaller portion of the Company is attached to a mission.

There are three Lt.Commanders in the Knights, and, unlike the rank of Captain, these titles are provisionary and bear special responsibilities. The first the Lt.Commander of the Line, and this title is granted to the current commander of the main Knights task force operating in the galaxy. Right now the title rests with Captain Mordecai of the 1st Company as he leads his task force against the Necrons. The second is the Lt.Commander of the Watch, granted to the Captain in command of the outer defenses surrounding the Knights' space. The final post is Lt.Commander of the Guard, and this is the Captain charged with the defense of Pharo II and the Fortress Monastery itself. In addition are the ceremonial titles of Master of the Fleet, which is granted to the current commander of the Equitis Malleus, and the Master of Marches, which is granted to whoever is in command of the largest contingent of Knights. These two titles are, needless to say, almost always attached to the post of Lt.Commander of the Line.

Other than that, the Knights are highly Codex-adherent, with the Chaplains, Apothecaries, Librarians and Techmarines all within their own sub-formations and seconded to Companies and task forces as needed. Ancient Brothers interred in Dreadnoughts are also much more active in the Chapter hierarchy, often taking part in strategic sessions or even leading battle groups, rather than spending decades in slumber.

The Knights have a long tradition of dispatching squads of Veterans or even single officers to fight alongside other Chapters, either when they wish to support a particular action or conflict but are unable to divert many troops, or when a fledgling Chapter moves into their area and the Knights wish to give the Chapter the benefit of their wisdom and experience. The Knights have never sent Battle-Brothers to the Deathwatch due to the long-standing tensions between them and the Ordo Xenos.

Beliefs

Like most other Chapters, the Knights of the Raven do not view the Emperor as a god, but rather as an extraordinary man. Founded at a time when tales of the Emperor's deeds as a man were but a generation or two old and well-versed in the realities of the nature of the Golden Throne, the Knights pay him homage as the leader of mankind and as the man who created the Space Marines. After the Emperor, the Knights venerate all of the loyal Primarchs equally, as they believe that each Primarch has something to teach, although Vulkan does tend to figure more prominently in devotional work created by the Knights.

Perhaps as a result of their proclivity to study and the search for understanding, the Knights are at the same time much less religious than other Chapters and enjoy a much wider array of beliefs than is common. The Promethean Cult is alive and well within the Chapter, the legacy of Silas, and is especially strong among the Knights' Chaplains, who use the Cults teachings of loyalty, reliability, patience and self-reliance as the core of their preachings and ministrations. The ritual scarring and trials of the flesh are much less commonly seen among the Knights than in the Salamanders, but are not unheard of. Also very prevalent among the Knights is the Cult of the Omnissiah, unsurprisingly nurtured by the Chapter's veneration of mechanical relics and fascination with the buried past. Neither of these Cults form any kind of 'official' belief system for the Knights, and most Chapter Masters and Masters of Sanctity have been very tolerant of, and even encouraging, open conversation and debate among Battle-Brothers about the tenants of the Cults Promethean, Omnissiah and Imperial. Needless to say, the Knights are not regarded very well by the dogmatic Ecclessiarchy, further straining the Chapter's relations with the Ordo Hereticus.

However, regardless of an individual Marine's beliefs, there are certain things that the entire Chapter hold true and accept no questioning of. The first is absolute faith in the Emperor's vision for a galaxy ruled by humanity. The Knights hold the ideal of the Imperium as more important than any other, more important than their own lives. Oddly, this belief has merged over the millennia with the humanitarian ways of the Salamanders so that the Knights place high value on the lives of Imperial citizens (for what is the Imperium if not the people), and are much more active in the workings of the worlds within their space, aiding

colonization, protecting shipping lanes and, above, standing vigil against the heretic, the xeno and the traitor.

The second unquestioned article of faith in the Chapter is the importance, and even holiness, of the machine. This is not the disdainful technophilia of the Iron Hands or the mysticism of the Tech-Priests (though the rituals and rites of the Adeptus Mechanicus are closely observed by the Knights), but pragmatic acceptance that humanity is nothing without machines, that without the mechanical the Emperor's vision can never be. They do not fear the Machine-God, nor do they regard the frighteningly arcane rituals of Mars with suspicion, they accept them as inimical to their destiny as Space Marines.

The Raven and the Dragon

The Knights of the Raven, after millennia of contact with the Eldar and the legends of the Star Gods, may be the Imperium's greatest experts on the C'Tan, though they've yet to reveal or even claim any such knowledge. They also have deep contact with Mars, and many adherents of the Cult of the Omnissiah. They are undoubtedly aware of the rumours and mythos about the Dragon and its nature, and the recent Necron incursion into Martian space can only have deepened the suspicions some Knights must hold. Among the usually accepting and conversant Knights, however, the topic of the Dragon is little discussed, especially not with outsiders.

Combat Doctrine

With their earliest influences coming from the Salamanders, the Knights of the Raven believe strongly in utilizing short-range firepower to decimate their enemies, followed as need by massed charges to strike the final blow. As such, Tactical squads are typically organized in one of two fashions. Most squads are equipped with two assault weapons, especially plasma and melta guns and led by a veteran sergeant, while others are split into two Combat Squads, one under the command of a corporal and equipped with a heavy weapon and the other led by the sergeant and equipped with an assault weapon. The assault weapon combat squad is frequently attached to a Razorback transport. Scout squads are only rarely equipped for melee, instead are usually tasked with harassing enemy flanks and movements with sniper rifles and heavy weapons.

The Knights are justifiably proud of their Armoury, and are well-equipped to engage in any kind of warfare, although they tend to shy away from hit-and-run warfare, preferring to meet their opponents eye-to-eye. This is likely a holdover from the initial Salamanders influence, rather than rooted in experiences. The Chapter is, however, well-stoked with Tactical Dreadnought Armour and Dreadnought Chassis, and it is a rare Knights of the Raven task force that takes to the field without at least a few of these holy relics.

Also a source of pride for the Knights is their wargear, for the artificers of the Chapter are highly skilled, and well-supplied by the Adeptus Mechanicus. Indeed, many Knights are armed with weapons they themselves crafted during their time as Neophytes, and many are equipped with armour that dates back thousands of years.

One thing that differentiates the Knights from the Salamanders and indeed many Chapters, is their ability to admit defeat and retreat. Perhaps scarred by the Massacre of Dai-son V, or perhaps remembering the many bloody last stands in human history, the Knights have no compunction against yielding the field to an enemy if to continue the fight is pointless. They always, however, return after studying their foe in depth and devising a cunning strategy.

Gene-Seed

The Primogenetor of the Knights of the Raven is Vulkan himself, and their always-punctual gene-seed tithes have proven that they have remained as pure as the Salamanders themselves. This sustaining purity is rooted in not only the Knights' depth of knowledge of the ancient processes, but also in their recruits. Pharo II and the surrounding colonies have, with the tragic exception of Dai-son V, been free of heresy and abnormal levels of mutation for the entire history of the Knights. The Knights are not noted for their slower reflexes, like the Salamanders, but it is not known if this is caused by their different homeworlds, tactical doctrine or recruiting stock.

After recruits have been selected at the Games, they serve as apprentices and helpers in the libraries and forges of the Chapter while they undergo the transformation from man to Space Marine, ensuring they learn the history of the Chapter and the skills they will need to keep their blessed wargear for the rest of their lives.

Once inducted into the Scout Company, the Neophytes learn the arts of battle on the front lines until they are judged ready to become a full Battle-Brother. Once selected to receive the Black

Carapace, the Neophytes must spend a full year in the Forge, crafting the weapons they will wield and refurbishing the armour they will wear. The most promising candidates will receive further training in the ways of the Omnissiah or even be sent to Mars to become full Techmarines.

Battle Cry

The Knights of the Raven observe all the standard Astartes Litanies of Battle, Catechisms of Hate and warrior-prayers. In addition, they have their own battlesong; a ancient, stentorian warrior chant introduced by one of the first Chapter Masters. The translation, or even original language, of the song are not commonly known and its meaning is a closely guarded secret; one piece of history the Knights will never share.

(repeated by the leader of the chant several times)
Vai-Yo Ay Yo
Vai-Yo Ay Yo
Ah Home Vai-Ya-Ray
(all Marines join in)
Vai-Yo Ay-Rah
Jerhume Brunnen-G

After the first iteration, the entire verse is sung and repeated by the force as a group.

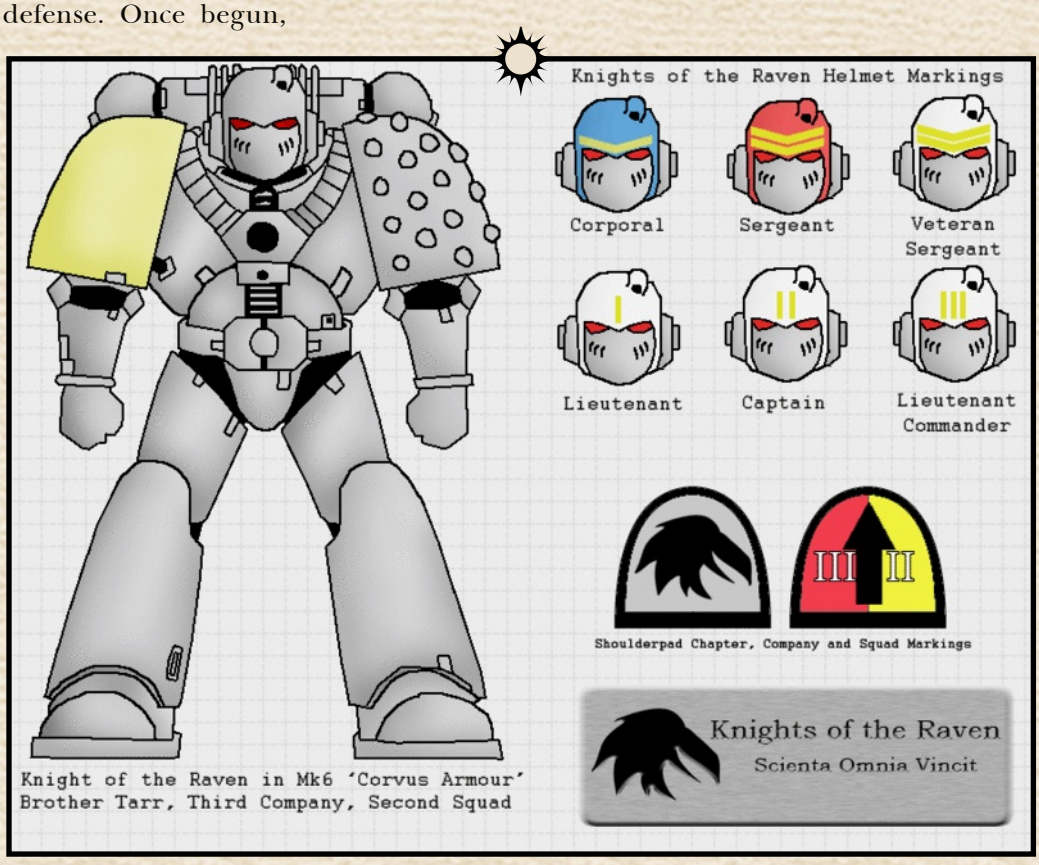
The chant is typically begun by a Chaplain or Captain and picked up by the entire army. It is always the signal to attack, or used to bolster the line when the Knights are on defense. Once begun, the Knights take it as a point of honour to never cease or even falter in singing until the day is won. More than one enemy army has been intimidated into flight when faced with an advancing line of ceaselessly chanting, gleaming Knights precisely timing their bolter fire to the song. Those few, glorious last stands in the Knights' history have always ended with the last man cut down while still singing.

In addition to the chant, the Knights also use as their motto and war cry "Scienta Omnia Vincit" or "Knowledge Conquers All". While not particularly martial, it is at the core of every facet of the Knights' existence.

Colours of the Knights if the Raven

The Knights of the Raven do not paint their armour, preferring that the holy wargear show its true nature and not obscure it, although they keep the metal highly polished and free of rust or corruption. Their shoulder pad trims and chest eagles (for those Marines who wear Mk7 armour, which is much less frequent in the Chapter than elsewhere) are black. The right shoulder pad is halved, showing Company and Squad numbers by the Codex colours and Codex squad-type symbol while the left shoulder pad bears the Chapter symbol.

Corporals have a blue helmet with single yellow chevron. Non-veteran sergeants have red helmets, veteran sergeants have white helmets and both display two yellow chevrons. Sergeants banners display the Company and Squad colours and numbers in the same fashion as on shoulder pads, as well as any battle honours the squad has accrued. Lieutenants wear the same heraldry as a Sergeant, except they bear a solid yellow bar on their helmets. Captains wear only their company colours on the shoulder pad, and their banners are quartered, displaying their company colours, personal heraldry, Chapter symbol and any honours they have accrued. Lt.Commanders may had a third bar to their



helmets.

The Knights have several battle honours unique to themselves, the most common is the simply called the Cog, and is displayed on a Marine's kneepad or greave (and a Sergeant's banner) and indicates that the Marine has taken part in a mission to recover some artifact or explore a particularly significant ruin.

Designers Notes

TCS caught up with Malcolm in order to find out the ideas and inspiration behind the Knights of the Raven.

TCS: Welcome, Malcolm. Why not introduce yourself and tell us a bit about your 40k experience. What armies do you have? How long have you been a 40k player?

Malcolm: Well, I've been playing 40k since around 1999 or 2000, around the time of the switch from 2nd to 3rd Edition. I remember being a little cranky that instead of getting Orks with the starter box, there were these weedy-looking elf guys.

My first army was a Chaos army called the "Snow Devils", because they were white. You see, I only had white primer and the basic paint kit that came with some snap-together Space Marines (who I 'Chaosified' by gluing on spikes made from sprue). The Snow Devils expanded to include some bikers (including a Lord on a bike), Raptors and actual Chaos Marines. They were pretty luckless, falling prey to Blood Angels, Demolisher cannons and my general lack of tactical prowess. They were sold off and the proceeds used to start my Ork army "Mahlkom's Marauders". I still have them, and they'll be getting revisited and expanded when the new Ork Codex rolls out.

Other than my beloved Orkses, I've got a Chaos army consisting mostly of Night Lords (with winged helmets) and renegades, Lost and the Damned (mutants!), Iron Hands, Sons of Dagda, and I'm currently working on the 2nd Company of the Thousand Swords and a small Black Legion warband. On the drawing board are some Savlar Chem-Dogs, the Knights of the Raven, and a Necromunda gang. I also have the abandoned remains of a Tyranid Hive-Fleet, a Cadian army and some Chaos Tau (don't ask).

TCS: What made you choose DIY? What is it about DIY that appeals to you? What do you see as the advantages and disadvantages of DIY Chapters?

Malcolm: What made me choose DIY? Well...I'm one of those people who just can't leave things alone and use the stock model or idea. The very idea of collecting an army of Ultramarines is anathema to me. The great thing about the 40k universe in general and Space Marines in particular is just how customizable everything is, and how much you can personalize your army. I'm a fluff nut at heart, and the opportunity to fit my own ideas into the 40k universe is one I can't pass up.

I think the biggest advantage of DIY is the personal investment in your army. How much more satisfying is a win when it's your army that's victorious, and how much more poignant is a defeat when it's a character you've created and breathed life into who suffers at the hands of the other guy. The other advantage is, of course, a somewhat vain one. A fully-featured, converted and painted DIY army will frequently get a bigger reaction than a well-painted and converted Ultramarines army.

The disadvantages of DIY... Well, once you start it's hard to stop until you spend more time writing articles and characters and never actually get to paint or play. I jest. Well, not entirely. I think the real biggest disadvantage of DIY is how disconnected from "canon" your creations can feel. I think anyone who's fielded a DIY army has gotten, at least once, "So they're Ultramarines, but <insert your colour scheme here>?" That's what's great about community projects, gaming groups and campaigns; the chance to develop real and connected history for your creation that is more than an IA that exists in isolation.

TCS: How did you get your initial ideas? How did you then realise those ideas? What course did the DIY process take for the Knights?

Malcolm: The origins of the Knights are rather backwards to how I usually do things. Typically, I start with a basic idea or theme, like "Inuit Marines" or "Braveheart Marines", and come up with everything following from that. With the Knights, I started with their name and colours, which I found in How To Paint Space Marines. With that decided, I sat down and sketched out ideas that I thought would work well with the name, and what kind of Chapter I wanted to create.

The revenence of technology was my first thought, and it worked well with the metal-coloured Knights scheme. A focus on wisdom and/or knowledge followed from the "Raven" part of the name, and a feudalistic outlook came with the "Knights". So I had feudalistic Marines, probably caring for a specific region of space rather than traipsing about the galaxy, who were technologically adept and hoarders of knowledge. In that brief summary, there are three identifiable "just-likes". The feudalistic administration of a region mirrors the Ultramarines and Ultramar, so I decided that instead of directly ruling a mini-empire, the Knights would see themselves more as protectors and guardians, aiding the Imperial citizens and shielding them from harm, as was a chivalric Knight's duty to his fief. The technolphilia mirrors the Iron Hands, so I decided to have the Knights take a slightly more enlightened view of technology, seeing it as a tool and the means to which humanity could regain galactic supremacy, rather than a mysticized object of worship to be trusted over weak flesh. Finally, both the use of "Raven" and the collecting of knowledge were very close to the Blood Ravens. Moving away from that was relatively simple. The Blood Ravens collect knowledge of Chaos and the daemonic, seeking to use the enemy's weapons against him, while the Knights try to learn everything, shying away only from those things (like the daemonic) that should not be known. All in all, I was left with a relatively 'benevolent', somewhat enlightened group of warrior-scholars.

That is not to say, however, that things went smoothly. The initial version of the Knights had them, despite their best intentions, becoming quite embittered and isolationist. They were saddled with the most unreliable of wargear, meaning they had to be even more technologically aware than most Chapters. I quickly found I was starting to rathen dislike the Knights; they were much too similar to the Iron Hands or Iron Warriors. So I reviewed those original ideas, and moved things back towards them. Bitterness over unreliable gear became revence and gratitude for the most ancient and proven technology, and technophilia became a somewhat enlightened blending of the Cults Promethean and Omnissiah. Isolationism became a more settled outlook, setting themselves the task of overseeing a collection of worlds, colonies and systems on the Imperial frontier. I deliberatly gave the Knights more connections to their brother Astartes, forging connections with the Blood Angels, Astral Claws and others in the area.

Once I returned to those core ideas and stuck to them, things flowed much more easily, and I ended up with a Chapter I was pleased with and proud of. They have a place in the wider Imperium and a role to play in its future.

TCS: What are your views on the trait system within Codex: Space Marines?

Malcolm: I love it. I'm still smitten with the insane flexibility given by Codex: Chaos Space Marines, and the new Imperial Guard 'dex only improved on that with the Doctrines system. Basically, I really appreciate it when GW gives us a set of rules that allow for individual latitude in constructing an army, and I dearly hope they carry it through to the new Ork Codex.

But I digress. I think the Trait system is a very valuable tool for DIYers, as it allows people to develop real, tangible and individual character for their army on the battlefield in a way that wasn't really previously possible without a lot of "counts as" and arbitrary restrictions, or resorting to a home-grown, unofficial "codex". That's not to say that "counts as" and restricting your choices aren't still viable and valuable tool for DIYers, but the ability to have canon methods of altering your DIY on the battlefield is fantastic.

As a caveat, however, I think it's important that people don't confuse a keen Trait selection as a DIY, nor should they use DIY to justify Traits. You don't need Traits to make an excellent DIY, and nor do you need a DIY to use Traits. Personally, I think that any Trait selections should be used to support the character of a DIY, rather than trying to ramrod specific tactics or Traits into your DIY.

TCS: Alright, let's focus on the Knights of the Raven. What do you see as the core themes and ideals behind them?

Malcolm: The core theme of the Knights is knowledge-seeking. And not just knowledge of Chaos or Xenos or Technology. All knowledge. If it's remembered or written down somewhere, the Knights either want to know it or already have it in their archives. But seeking knowledge is a behaviour, a personality trait, and not really a core motivation (or at least not a healthy one). I think the core of the Knights, and the reason for their bibliophilia, is their humanism and humanity. They honestly, truly believe that a brighter, better tomorrow is possible for the galaxy and that, if they learn enough and fight hard enough, they

can make it happen. They're not about fighting for the sake of fighting, or merely trying to stave off the darkness a little longer or maintaining the status quo. It's almost naive, and a little sad in how very doomed such an outlook is in the face of the Tyranids and the Necrons.

Beyond the core themes of humanism and knowledge-seeking, there are a number of minor themes that run through the Knights. The technophilia and ties to Mars was the thing I started with, as I've always wanted a Techmarine-loving chapter who weren't quite so depressed and depressing. The idea of the warrior-scholar is very samurai, and their homeworld has overtones of an idealized feudal Japan. They're a very old Chapter, something I tried to reinforce through the altered rank structure, the preponderance of older armour varients, but also a progressive Chapter in their acceptance of new technology (like Land Speeder varients in place of Rhinos and Razorbacks). They don't seek everlasting glory and rolls of honour, but neither are they insular and secretive. They have ties to the larger Imperium and their brother Space Marines. They're also not knee-jerk Xenophobes or terrified of change. They have (or had) regular contact with the Eldar and see the value of learning from the Tau. Psykers, properly trained and controlled, are not feared and hated by the Knights, any more than any other loyal human with a powerful weapon or tool.

Of course, all this 'good guy' behaviour doesn't mean they don't enjoy fighting. They're Space Marines after all, and no matter how hopeful they are about the future, they're still seven-foot-tall bio-engineered killing machines. They still chant the Litanies of Hate and believe in the manifest destiny of mankind, after all. They're just a little more concerned about what happens after the fighting is done and who gets caught in it.

TCS: What made you choose the third founding for the Knights? Why did you choose Salamanders gene-seed over the other options available to you?

Malcolm: I wanted the Knights to be old and well-established, with a long history behind them and plenty of time to have amassed a great library to rival Mars and the Eldar. Also, most of my other DIYs have been relatively young, only a few millennia old at the most, so going Third Founding allowed me to move the Knights one step away from my other creations. The other reason is, I've always felt that the older, and thus more storied, a Chapter is, the 'better' it would have to be written, and I thought that the Knights could live up to the onus of being Third Founding.

I've always had a bit of a liking for the Salamanders and their character, and I'd never used their geneseed before. I liked the idea of working with the fundamental character and theme of the Salamanders without the iconic trappings of flames, dragons, etc. In addition, having the Salamanders as Primogenitors made a lot of things about the Knights flow more easily and seem more likely to have happened; their humanism, their respect for craftsmanship and the mechanical, the gifts of revered wargear from a pround 'parent'. I could have done all of these things with the Ultramarines or Imperial Fists as Primogenitors, but it would have required more explanation and set-up, and felt too heavy-handed. The Salamanders just made things more natural.

TCS: You said that choosing Salamanders geneseed made writing about the Knights more natural; at what point did you choose the geneseed? Did the geneseed come before the idea(s), or the idea(s) before the geneseed?

Malcolm: The geneseed came afterwards. The Knights were originally of Ultramarines geneseed, and this where the awkwardness came in. Originally, the Knights were lead by Ultramarine officers, but had a Salamanders Forge staff/techmarines. The first, Ultramarine, Chapter Master was the one killed by the Dark Eldar (rather than the fourth company Captain) and Silas was the Master of the Forge who took command. It was rather heavy-handed, and seemed like an unnecessary set of circumstances. So, on the advice of a number of people on the Liber Astartes, I changed things around to the way they are now.

TCS: What were your ideas behind Silas locking himself away at a time when the Knights desperately needed leadership and guidance?

Malcolm: In times of great stress, people tend to behave erratically or unexpectedly, and I didn't think even a Chapter Master should be any exception, especially given what such a ghastly wound could mean for a new-born Chapter. Plus, Silas' reaction gave me the opportunity to do two things with one stroke. Firstly, it helped to reinforce and provide roots for the Knights latter-day character. Their founder and 'architect' did this, and it worked, so it must be good. The other, and not entirely separate thing is that it helped

to differentiate them from other Chapters. Where another Master might have flown into a rage and lead a bloody crusade against the aliens in pursuit of vengeance and heedless of the cost, Silas (and thus the Knights) retreated back to the core values: knowledge. It's something of a tenet of mine that a character (and a Chapter) is formed not by who he/they beat, but by who beats them and how they react to that defeat.

TCS: What made you decide to have the Knights heavily using ancient wargear? Games Workshop itself has recently detailed a Chapter that exclusively uses ancient wargear - the Consecrators. What appeals to you about it?

Malcolm: I think that, given the level of mysticism and reverence given to technology in the 40k universe, the idea of a Chapter being gifted with ancient and revered wargear is a very powerful idea. Not only are they being trusted with not-fully-understood and irreplaceable artifacts, but they're quite literally being given the strength of others. After all, a power sword that belonged to a mighty champion is proved to be sound and deadly, while a new-minted sword has no history, no character, and has not proved itself to be worthy of use. However, for all that, ancient gear is, by its very nature, harder to maintain and requiring a greater technical ability, which helped to reinforce the preeminence of the Cults Promethean and Omnissiah within the Knights.

TCS: How do you see the Knights of the Raven in comparison to the Blood Ravens Chapter?

Malcolm: I was definitely aware of the similarities of the Knights and the Blood Ravens as I was writing the Knights' IA, but I was not trying to emulate or take inspiration from the Blood Ravens. I took the name and colour scheme for the Knights from How to Paint Space Marines long before I'd thought of anything about them. Ravens were incredibly common where I grew up (far in the wilds of the Canadian north), and I've always found them to be fascinating, intelligent creatures, and preferred the Native American ideal of the raven both as a bringer of light and wisdom and as the trickster figure to the more European idea of the raven as an ominous figure portending storms and doom. I guess that statement, in a way, summarizes what I see as the difference between the Knights and the Blood Ravens. To me, the Blood Ravens seek only the dark, forbidden knowledge that will ultimately bring them to damnation, while the Knights seek knowledge not to turn the weapons of the enemy against them, but simply to know and so they can create their own path to a brighter future. The Blood Ravens see the ends (if they even have a clear concept of what their end goal is) as justifying the means, while the Knights think that if the means are not pure, the ends are forever tainted.

TCS: What made you decide to have the Knights and the Inquisition at loggerheads? What do you think it adds to your Chapter?

Malcolm: I didn't really 'decide' on having friction between the Knights and the Inquisition, it just seemed a natural consequence of the Knights' activities. The Knights have made no particular secret of their dealings with the Eldar, any more than have of their dealings with Inquisitors. I thought that, good intentions aside, there was no way that wouldn't raise the hackles of agents of the Ordos Xenos and Hereticus. But neither did a want a black and white, you-hate-us-so-we-hate-all-of-you relationship. The Knights have lost some of their naive outlook as a result of negative dealings with the Witchhunters and are now a little more wary, but they have a long and mutually beneficial history with the Ordo Malleus and are once again cooperating with the Ordo Xenos against the Necrons.

Playing the Knights of the Raven

There are two ways to represent a force of Knights of the Raven: Either as an attack force or a border guard. The Knights believe in strength in numbers, so any army sent out into the galaxy will invariably consist of multiple Companies. The mirror of this would be the smaller, more mobile forces, usually under the command of a Lieutenant or senior Veteran Sergeant, that maintain security on the edges of the Knights' space.

Attack Group/Task Force:

A Knights of the Raven task force can be of any size, representing detachments of the main force.

Advantage: Honour the Wisdom of the Ancients

The Knights of the Raven put great stock in learning and knowledge of the past, and see in technology humanity's greatest hope. As such, they hold Ancient Brothers interred in Dreadnought sarcophagi as the living embodiments of the Chapter's tenents, for they are the ultimate fusion of man and machine, and have seen first-hand the passing of millennia. Almost as revered as Dreadnoughts are those chosen elite of the First Company granted suits of Terminator Armour, for they are all the greatest and wisest of the Chapter. It is a rare Knights army that is not accompanied by Venerable Dreadnoughts and mighty Terminator heroes.

Advantage: Cleanse and Purify

The Knights typically seek neither the frenzy of the melee, nor the static and unmoving lines of heavy guns. Instead, they prefer to use their mobility and individual superiority over their foes to apply medium-range fire to wherever the enemy lines are weakest, the Tactical squads supported by Dreadnoughts, Terminators and Assault Marines to clear away the final and hardest of enemy positions.

Drawback: Eye to Eye

The Knights of the Raven do not believe in seperating or isolating elements of their force, preferring instead to remain as a single, unbreakable whole. As such, hit-and-run and other, more mobile and individualistic strategies are less common amongst the Knights than in other Chapters. The harsh lesson taught by the Dark Eldar above Dai-son V is burned forever into the hearts and minds of the Knights.

Drawback: Die Standing

In keeping with their more conservative tactics and emphasis on remaining a cohesive whole, the notion of a massed droppod assault, with the great risk of individual squads becoming isolated and overwhelmed, in near to anathema to most Knights commanders.

Border Patrol

A Knights of the Raven border patrol will most commonly take the form of a Combat Patrol army, and will never be larger than 1500 points. Their task is to provide a first line of defense, not win wars on their own. However, if playing a game with multiple detachments or Force Organization Charts, one of them could be a Border Patrol, representing the local patrol aiding or being reinforced by a main Knights task force.

Advantage: Cleanse and Purify

Even moreso than in main armies of the Knights, the border patrol forces are taught to use overwhelming medium-range firepower against limited parts of the enemy, where superior numbers mean nothing before the might of an individual Space Marine.

Additional Rule: Speed is Your Ally

The purpose of border patrols is maintain security, see off minor incursions and delay larger attacks until reinforcements can be brought in. As such, they are taught to use speed and evasion to remain out of the enemy's clutches. All units in a Knights border patrol must either have a transport, the Infiltrate special rule, or be riding a bike or wearing a jump pack.

Drawback: The Duties of Unsung Heroes (as Faithful Unto Death and Aspire to Glory)

By their very nature, border patrols are not made of mighty heroes and hardened veterans. Most border patrol forces are on rotation from the Reserve Companies or are newly minted Battle Brothers led by experienced officers. Neither are the most powerful of wargear given to the border patrols; they are needed on the front lines.

Writing an Index Astartes Article

By Ronnie D. Slone and Martin Tingle

Many people use the 'IA' article as the target to aim for when creating a DIY Chapter. Based on the 'Index Astartes' series from White Dwarf, the IA article provides a useful overview of your DIY Chapter; indeed, it can show you if there are any gaps or unfinished sections when all your ideas are assembled.

So, this is really designed to help you when you're writing an IA article. These aren't meant to be definitive and absolute rules - each Chapter is different, and deserves different treatment. It's designed simply as a guideline to help you with the groundwork for your IA.

Origins:

» When was your Chapter formed?
» Why were they created?

This section is where you can introduce and briefly summarise your Chapter. When and why was your Chapter created? Is your Chapter relatively young, or an ancient Chapter with many millennia of history? How have they lived up to the original expectations placed upon them? Have they accomplished their sacred tasks? Have they suffered any setbacks? Did any other Imperial organisations help them in their earliest stages?A Are they known for any glorious battles or disastrous defeats?

Homeworld:

» Does your Chapter have a homeworld?
» Where is it?
» What is it like?
» How has your homeworld affected your Chapter?

Some Chapters choose not to have a homeworld, but most will. If your Chapter doesn't have a homeworld, why? Are they fleet-based in order to respond to threats rapidly? Or perhaps they wish to avoid having a static base that needs defending and can be attacked. Perhaps they even choose to recruit from multiple worlds to get the best recruits possible. Even if your Chapter doesn't have a homeworld, they may have a base of operations - a space station, a moon, an asteroid or even a Battle Barge. Tell us about it!

Where is your Chapter located in the galaxy? If you don't have a homeworld, is there a place or a portion of the galaxy where they can typically be found? Where have their more dramatic victories been? How would someone track the Chapter down?

What is the homeworld like? What kind of people do they produce, and why are they suitable recruits to be made into Space Marines. What kind of culture is it? If your Chapter doesn't have a single homeworld and recruits from several worlds, why not tell us briefly about a few of them. (It's worth noting that with multiple homeworlds, you probably want to go into less detail than if you only had one.) What kind of worlds are they, and how does your Chapter deal with the basic differences of culture? This might have an impact on your organisation section. The Iron Hands' clan-companies are distinct, based around ethnic groupings, whilst the White Scars break up tribe affiliations by sticking previous enemies together.

How has your homeworld affected your Chapter? Are they close to their people, or distant, fearsome harbingers of doom? Are they more lenient towards Humans as they see various peoples united beneath the banners of the Chapter, Primarch and Emperor? Or are they more critical of Mankind as they see that no matter where they are from they have the same basic human squabbles that threaten the Imperium with damnation?

Has anything happened on your homeworld that was important to the Chapter? Rituals that have carried over, an invasion from an enemy army? Have various rituals and customs from several different planets begun to surface in your Chapter? Are there smaller sub-sects that are comprised of people from the same planet, perhaps breaching Company boundaries?

Combat Doctrine

» How does your Chapter fight?
» Why do they fight this way?
» Are there any examples of your Chapter's battle-history?

Does your Chapter fight as per the writings of the

Codex Astartes? It ought to be remembered that the Codex can be a hugely flexible tome, allowing many different tactics. If your Chapter has chosen to diverge from Guilliman's teachings, why? There may be brilliant reasons for it - but tell us! Those reasons could possibly add character to your Chapter. If changes have been made from Codex doctrine, what are they and how were they made? How has this affected your Chapter's performance?

Is there a reason your Chapter fights a specific way? Has fighting a specific opponent moulded their preferences for battle? This is an important question to answer if your Chapter's methods differ greatly from those of their predecessors (A Raven Guard successor that may disdain infiltration, for example).

This may also be a good time to think about a few engagements your Chapter has fought in, and how they did. Who did they fight, why were they fighting, how long did the fighting last, where did they fight, who won? The key here is to try to use examples that somehow showcase the character of your Chapter. If your Chapter is dogged and resolute, perhaps have them taking huge casualties but not retreating. If they hate aliens, exterminating an Eldar force might well work for you.

Organisation

» How is your Chapter organised?

Whilst the Codex Astartes is the baseline we compare all Chapters to, it's undeniable that some Chapters differ in their adherence to the sacred tome. But it's important to note that according to the Insignium Astartes sourcebook, there are several versions of the Codex. Roboute Guilliman's writings can be interpreted in different ways, and it's possible for slightly different Chapters to still make a claim at being "Codex-Adherent".

If your Chapter differs from the Codex, why? What changes have been made, and what caused these changes to occur? Have they benefited the Chapter, or have they - dare I say it - even been harmful? Has their changed organisational structure changed the Chapter's fighting style at all?

Beliefs

» What comprises your Chapter's belief system?
» Why does your Chapter hold these beliefs?
» How have these beliefs affected your Chapter?

Every Chapter has their own belief system, an intricate web of ideals and attitudes that help define what your guys are about. The Marines Malevolent will happily butcher civilians if they won't fight for themselves - because they're effectively aiding the enemy. The Salamanders are seen as a relatively 'humanitarian' Chapter. The Dark Angels won't fight on the same battlefield as an Ogryn or a Ratling. This section could cover anything as diverse as your Chapter's most hated enemy to what they think of their Primarch and the Emperor Himself.

But where did your Chapter's belief system come from? Have they inherited their ideals from their parent-Chapter? Their homeworld? A particularly famous leader, a devastating encounter with an enemy, a vision from the Emperor? Who, if anyone, began these beliefs? Was it a gradual change, or a sudden change instigated by a singular individual?

Perhaps most importantly, how have these beliefs moulded your Chapter? Has the Chapter changed in other ways because of these beliefs? In this way the Combat Doctrine, Organisation and Beliefs section can sometimes intersect.

Geneseed

» Which Primarch does your Chapter descend from? Is your Chapter aware of its genetic legacy, or have they lost their records?
» Which Chapter was your Chapter created from? The original legion itself, or one of the successor Chapters?
» Why have you chosen that gene-seed?
» Has your gene-seed mutated in any way?

The gene-seed of a Chapter is its the vital link to their spiritual father, the Primarch. Through the Primarch, a Space Marine is linked to the Emperor Himself. Try to remember that just because you have a particular theme in mind, you don't need to use a particular gene-seed. A Chapter that is fanatical about machinery doesn't need an Iron Hands heritage, and you don't need to be descended from the Salamanders to use lots of flamers.

Keep in mind that your choice of gene-seed might well have an impact on your Chapter. A number of the original legions have missing or defective organs, and these will be transmitted to your Chapter. In fact, your gene-seed could even be more degraded than the original. If so, how has the Chapter dealt with the grim realisation that their holy connection to the Emperor is weakening and becoming dilute? Have there been steps made to purify their gene-seed and slow down the

degradation? Or do they encourage it, like the Black Dragons?

Battle Cry

» What gets said? Who says it?
» Is it screamed in the heat of action? Sworn as a vow beforehand? Chanted throughout battle? Something else?

The battle-cry is a peculiar section. It's the least necessary part of your article, but can certainly serve to be a good summary of your Chapter's character and mindset. It's not needed, by all means - some Chapters may not bother with it, whilst others might use a huge and dazzling array of cries - but then, you could detail that in this section.

When going with a battle-cry, try to keep it short. Long, drawn-out speeches make for poor battle-cries.

Gene-seed and Successor Chapters

Part One: By Charles Williams

One difficult choice when creating a DIY Chapter (especially for those new to the hobby) is choosing the chapter's heritage. What effects does choosing gene-seed have on your nascent chapter? What gene-seeds are you 'allowed' to choose? This guide is designed to help those who are having trouble choosing the gene-seed for their DIY chapter or who are second-guessing their original choice. Whilst not the key element of a chapter, their gene-seed can go a long way towards defining their character. It's an important decision.

This series of articles (which will continue over the next few issues) aims to explain the benefits and disadvantage of each gene-seed, to collect together any important fluff relating to the seeds, and to help you make an informed decision whilst steering clear of choices that most fluff purists would consider unpalatable.

Salamanders: The Gene-seed of the Primarch Vulkan

Successor Chapters: Black Dragons (unconfirmed), Storm Giants (unconfirmed)
Known Genetic Issues: None Known

Can I make a Salamanders successor Chapter?

The first thing everybody seems to notice though is that the Salamanders, unlike every other Legion, never has had any concrete evidence of successors. There have been some suspected, but none proven. The Salamanders suffered greatly during the heresy, and the Legion was too small to split during the Second Founding. However, the gene-seed of the Salamanders appears to be stable and pure and has no proven flaws that anyone can ascertain, so the High Lords or Mechanicus probably wouldn't restrict it from use. It's safe to say that one could easily make a Salamanders successor Chapter as long as they weren't from the 2nd Founding.

"It is a matter of debate whether there have been Successor Chapters during subsequent Foundings, although it appears likely and many scholars point to similarities in the physique, markings and tactical dogma of Chapters such as the Storm Giants and Black Dragons." - Index Astartes: Salamanders

What should I keep in mind when creating a Salamanders successor?

"As far as can be ascertained, the Salamanders' gene-seed appears to be stable and as yet uncorrupted. The reflexes of Salamanders Space Marines are not as fast as those of other Chapters, although still quick when suited in power armour. However, it is unknown whether this is due to a defect in the gene-seed, a result of their high gravity world, or comes about from the Chapter's doctrines against hastiness and impetuosity." - Index Astartes: Salamanders

There is no evidence that the Black Dragons or Storm Giants have any problems with reflexes, it is entirely possible that the Salamanders' comparatively slow reflexes are a result of their home world and beliefs. However, because the Black Dragons or Storm Giants aren't proven successors, it may be due to a genetic oddity. Because of the possibility of a minor corruption of the gene-seed, successor chapters may inherit the same lethargic demeanor of the Salamanders. This would be unlikely to hamper a Chapter in combat, however.

Raven Guard: The Gene-Seed of the Primarch Corax

Successor Chapters: Black Guard, Raptors, Revilers
Known Genetic Issues: Missing Betcher's Gland, Missing Mucranoid, Mutated Melanchrome

Can I make a Raven Guard successor Chapter?

You can make a Raven Guard successor Chapter, but there are some thing that one should consider when doing so.

"The gene-seed of the Raven Guard is far from stable and a great deal of their gene-stock has become irreparably damaged, perhaps as a side effect of the accelerate gene-harvesting techniques employed many millennia ago." - Index Astartes: Raven Guard

Because of the deterioration in the Raven Guard gene-seed, it is far from an ideal resource for new Chapters. There are no official Raven Guard

successors after the Second Founding, but because nothing mentions otherwise, it can probably be assumed that the High Lords may still use the Raven Guard gene-seed.

What do I have to take into account when making a Raven Guard successor?

One of the most important things to keep in mind when making a Raven Guard successor Chapter is the many flaws in their damaged gene-seed.

The Raven Guard and any successors are missing the Betcher's Gland, which allows a marine to spit acid. This wouldn't make much difference in a DIY Chapter, and would certainly have no effect on the tabletop, but fluff-wise it does mean that an Astartes warrior of Raven Guard stock has one less weapon available to him.

The Raven Guard and their successors also lack the Mucranoid. This organ lets the marine sweat out a protective waxy substance that coats the skin and protect a marine to degree against extreme heat and vacuum. Because those with the gene-seed of Corax are missing this organ, they would be required to wear their full battle dress when operating in the vacuum or in environments with lots of radiation/UV rays.

Mutated Melanchrome: "the Melanchromic Organ has a unique mutation that, over the years of service, causes the skin of the Space Marine to grow paler. Eventually they will be as white as their Primarch and their hair and eyes will darken, becoming black as coal." - Index Astartes: Raven Guard

Because this is a gene-seed flaw, it is something that will be carried over to any Raven Guard successors. Any and all marines with the gene-seed will change in the way described in the above post as they grow older. The pale skin may even make the marines more susceptible to something like skin cancer if they are not covered properly.

In fact, it is even possible that, if a Raven Guard successor had less-than-vigilant apothecaries that the gene-seed could degrade still further, opening up interesting opportunities for a DIY Chapter, but putting them in a precarious position.

Combat Doctrine and Chapter Organization

"As a result, much of their genetic material has to come from Terra and therefore the cycle of recruitment for the Raven Guard is much slower than other Chapters. Few candidates for the Chapter prove able to sustain the transformation from a normal human being to a Space Marine and many die early in training, further limiting the Chapter in numbers." - Index Astartes: Raven Guard

It can be assumed that successors of the Raven Guard will suffer from a similar problem. They can't afford to take heavy casualties. And if a successors' modus operandi and organization aren't tailored to limit casualties, then the Chapter will likely be forced to take longer amounts of times away from battle to rebuild their numbers or just settle with an under strength formation.

In summery, the Raven Guard and their successors are almost forced into being more cautious then any other Astartes Chapters.

Relation to the Imperium, other marine Chapters and the Inquisition

"For the leaders of the Raven Guard, tactical prowess and personal initiative is seen as more important than mere might. If there is the possibility of using a swift dagger to the heart instead of a drawn-out fight, the Raven Guard are the ones to find it, though if heavy assault is needed they will not hold back. These beliefs cause some tension between the Raven Guard and other Chapters, particularly the Blood Angels, who they see as brutish and clumsy." - Index Astartes: Raven Guard

It can be assumed from this snippet from the Raven Guard IA that they look down on other Astartes Chapters which do not consider all options and prefer to simply crush their enemies face-to-face in pitched battles.

Dark Angels: The Gene-Seed of the Primarch Lion El'Jonson

Successor Chapters: Angels of Absolution, Angels of Redemption, Angels of Vengeance, Angels of Vigilance (Suspected), Consecrators, Disciples of Caliban, Guardians of the Covenant,
Known Genetic Issues: None

Can I make a Dark Angels successor chapter?

"There are no known aberrations in the Dark Angels' gene-seed which makes the reluctance of the High Lords of Terra to utilize it in the founding of new Chapters perplexing. No doubt there are other successor Chapters of the Dark Angels, but their names and when they were founded are unrecorded." - Index Astartes: Dark Angels

"...the High Lords of Terra [are reluctant]

to sanction the use of Dark Angels gene seed in the creation of new Chapters." - Index Astartes: Relictors

The Dark Angels and their descendants provide a very multi-faceted resource for DIY successors. The above quotes show that there are Dark Angels successors, although they would seem to be relatively rare. Due to the history of the original Dark Angels legion, however, there are several important factors to consider when creating a chapter drawn from the gene-seed of the Lion.

What do I have to take into account when making a DA successor?

The gene-seed of the Dark Angels is said to be "one of the purest and least degraded of all". Despite its' purity, it seems the High Lords of Terra do not actively utilize Dark Angels gene-seed in the creation of chapters. The reasoning behind this is not clear, but it could be suggested that it is because they do not trust the Dark Angels and their secretive ways. DA successors have been founded but "their names and when they were founded are unrecorded." Given this framework, there are a wide range of opportunities for a DA-based DIY.

Combat Doctrine and Chapter Organization:

It is possible that Dark Angels successors could utilize the army list present in Codex: Dark Angels, representing the chapter adopting a similar structure to their parent. It is worth noting, however, that many successor chapters would not have the sheer number of terminator suits to utilize a Deathwing Army-list (however, you're free to fluff it out!). Alternatively, a successor could take to the Codex Astartes, or utilize the chapter traits from Codex: Space Marines.

Relation to the Imperium, other marine Chapters and the Inquisition:

Historical Context: The Dark Angels and their successor chapters from the second founding are known collectively as the 'Unforgiven'. These chapters suffer the legacy of their fallen captain, Luther, who lead a faction of the original Dark Angels legion into rebellion during the Horus Heresy. To this day, remnants of those original defectors still exist in the galaxy and are known as 'The Fallen' -Chaos marines who once stood against their brethren during the great schism. Due to these past atrocities, the Unforgiven are especially independent and secretive Chapters. Any known attempt to reconnoiter protected information is shunned and expelled by any means. This is one of the key reasons behind the "Interrogator-Chaplains" present within the Dark Angels.

Inquisitorial Scrutiny: It has been noted that Dark Angels are known to withdraw from active combat zones if they are confronted by Imperial Inquisitors or Missionaries, in order to avoid scrutiny. Chapters based on Dark Angels gene-seed may well be victim to similar Inquisitorial Investigation, and may also need to take similar precautionary measures.

Abhumans and Mutants: Another key fact is that the Dark Angels are especially intolerant of non-humans and mutants, and will refuse to fight alongside armies that include alien races (including 'benevolent' races such as the Kroot or Eldar) or Abhumans (such as Ratlings and Ogryns). It is up to you whether your chapter follows similar doctrines - but if not, remember to explain why not!

Rivalry with the Space Wolves: Due to an incident between the primarchs of each Chapter during the Horus Heresy, the great rivalry of "The Lion and the Wolf" has existed ever since. The repercussion of this ancient fight is felt by every descendant marine and expressed openly by all related Chapters on both sides. When these two Chapters cross paths this can manifest in many ways, open aggression being among them. Whenever the Dark Angels and Space Wolves serve together in battle, a champion from each army is chosen for an honour duel. Whether or not your chapter also has an enmity towards the Space Wolves is your decision. It's up to the Space Wolves how they feel about your guys...

Renegades

Part One

By Chris Widenbar

The vast majority of DIY Space Marine Chapters are loyalists, Chapters who hold to the Imperium of Man as if their very souls depended upon it. In addition to DIY Loyalists there are plenty of Traitor Legion forces that folks have fleshed out and modeled up. But there is a third group, a road less traveled but one worth exploring in more depth.

Renegades. First let's define 'renegade' Marines: Renegade Marines are former Imperial Astartes that neither recognise the moral authority of the Imperium nor the Traitor Legions. The two main examples in 40K lore are the Soul Drinkers and the Astral Claws/Red Corsairs.

These two Chapters also represent the two main sub-groups of renegades - those still loyal to the Imperium (or an element of it, such as the Emperor or their Primarch) despite their excommunication and true renegades, those who have thrown off the shackle of the Imperium and now seek its destruction. There are two minor sub-groups as well, mercenaries and outcasts. Mercenaries are Marines who have forsworn their honour in return for material gratification or simply enough supplies to survive in the harsh universe of 40K. Outcasts are Marines that have don‰t quite fit any of the other 3 categories. The Legion of the Damned are the prime example here, for while their Chapter has been struck from the rolls of the Adeptus Astartes they are not hunted and hounded by the Imperium as traitors in any meaningful way, they simply exist outside the Imperium of Mankind as neither official friend nor official enemy.

We'll examine them one by one.

Loyal Renegades

As mentioned before the Soul Drinkers are the primary example of this type of renegade. Whilst they venerate the Emperor and Dorn and strive to protect the people of the Imperium they see the High Lords of Terra and their tools, such as the Ecclesiarchy and the Inquisition, as corrupt and unworthy of their service. Of course the Imperium doesn't see quite eye to eye with them on that point and the Soul Drinkers are high on the Inquisition's most wanted list and should any of their former brethren catch up with them they can expect no mercy, no respite.

We're now going to examine the standard Index Astartes sections to see how renegade status might affect a 'Loyal Renegade' Chapter:

Origins

A Chapter's origins are, naturally, unaffected by their renegade status so this section of a DIY Chapter can be tackled normally. Of course as the Chapter's origins often dictate the nature of the Character this is the perfect are to place hooks for their later renegade status. I'll list some quick examples of how a Chapter's origins might lead to its excommunication:

Flawed Geneseed - Flawed geneseed might lead the Adeptus Mechanicus to declare the Chapter as sufficiently mutated to warrant eradication. Alternatively the Chapter's geneseed mutation may induce some sort of mass paranoia, leading the Chapter to abandon the Imperium and hide to avoid the blow it is sure is about to land at the High Lords' instructions. All sorts of possibilities are opened up by genetic flaws when creating a rogue Chapter.

Out of Step - If a Chapter is out of step with the mainstream of the Imperium this may cause sufficient problems that the Chapter is excommunicated. Examples include clashes with the Ecclesiarchy over the deification of the Emperor, Primarchs or other prominent figures in the Chapter. Whilst Space Marines are allowed a great deal of religious latitude the power of the church should not be underestimated in the superstition filled times of the 41st millennium.

In addition to religious difficulties the Chapter may be out of line in how it treats psykers, mutants, xenos or even regular Imperial citizens. For example a Chapter that seeks out psykers

may come into conflict with the Black Ships of the Inquisition leading to trouble from that direction. A Chapter that treats with xenos or tolerates mutants in its ranks is also asking for trouble given the proscribed Imperial stance on those subjects. Finally a Chapter that takes too many liberties with the citizens of the Imperium is courting excommunication, though there are countless humans in the galaxy not even the Astartes are licensed to kill them without reason.

In addition to doctrinal conflict a Chapter's rituals and battlefield actions may cause conflict with other authorities. A Chapter that eats the flesh of its dead in order to learn from their memories or one that treats it's foes with excessive savagery for example may be feared by Imperial forces leading to accusations of sorcery and mutation and eventually excommunication.

Sins of the Father - A Chapter that has been sired by a Chapter that has itself gone rogue is in great danger. If a parent Chapter shows mutation or openly rebels it is likely that forces trained by that unit or raised from its genestocks will soon be under intense scrutiny from Imperial authorities. Under these conditions minor issues may be blown out of all proportion as the Inquisition or Ecclesiarchy leads a witch hunt seeking the Chapter's demise. Another possibility here is that the defection of a parent Chapter could 'awaken' a Chapter to the flaws of the Imperium leading the Chapter's leaders to follow in the footsteps of their brethren

Of course there are many other hooks you can use to cause an otherwise loyal Chapter to fall from grace but I'll leave those to the fertile imaginations of our readers.

Homeworld

The vast majority of renegade Chapters abandon their Homeworld for the simple reason that if they stay the Imperium will eventually arrive in sufficient force to crush them - as happened to the Astral Claws (who would eventually become the Red Corsairs) during the Badab Wars. Fleet based Chapters clearly have an advantage here but virtually any Marine Chapter should be able to pack up and leave its Homeworld at short notice. Battle Barges and other large Marine vessels already have limited manufacturing capacity for things like ammunition and food production so the Chapter should have no trouble surviving without a Homeworld providing it can find suitable recruits.

Giving up a Homeworld often entails giving up many of the rites and rituals of the Chapter an effect that should be closely examined. Not least of this is the effect on morale and discipline, torn from their homeworld and its traditions what Marine would not have cause to examine his conscience and his Chapter's actions, this is the most likely time for a schism to form within the Chapter and DIYers should examine it closely. Does the Chapter's nature make it warriors dour and doughty, unlikely to question orders? Or is initiative and intelligence prized across the ranks, a situation more likely to lead to internal dissent?

Finally the loss of a Homeworld often brings with it changes to the Chapter's recruiting practices. The consequences of this may vary, again, internal dissent may be a problem as disparate recruits attempt to mesh with the older members of the Chapter, alternatively standards may drop or geneseed mutation may occur when used in new recruits who don't match the Chapter's traditional gene-profile.

Organisation

During the early and middle life of a renegade Chapter it would most likely remain true to its previous organisation, particularly if the Chapter leadership is strong and the Chapter maintains discipline and standards. The longer a Chapter has been renegade however the less likely it is to be a Codex force. Both the eventual breakdown of morale and equipment will almost inevitably lead to changes in the Chapter's structure, even if that change is simply a reduced capability to field high tech wargear or lower numbers of battle-brothers available for missions.

Combat Doctrine

As with organisation the Chapter's altered status would have little effect on their battle tactics during the early years of their heresy, this is particularly true while word of the Chapter's changed status is spread, a slow process in the Imperium. Until all local forces, governors and planets know the Chapter has gone rogue the Chapter can continue to count on their support and even fight alongside the forces of the Imperium in the region. Of course such actions are fraught with danger for should word reach their allies at the wrong moment the Chapter may be caught in a

nasty crossfire or lured into a trap by the forces of the Inquisition.

As the Chapter's status becomes more and more known it will find itself having to pick and choose battles carefully, committing forces to action only in the most serious events as losses in men and materiel will be much harder to make up than for a recognised loyal Chapter.

Beliefs

It's almost inevitable that a Chapter's beliefs, or at least some of them, will be altered by the changes in their circumstances. Whilst the Chapter's tactical doctrines and religious leanings are unlikely to change simply because they're branded 'renegade' it seems reasonable to assume their attitude to Imperial authority will changes.

This may manifest itself in a general distrust of Imperial forces or perhaps of a specific part of the Imperium, most often the Inquisition but also possibly the High Lords of Terra or the Ecclesiarchy. In extreme cases the Chapter might alter it's loyalties and beliefs a great deal, becoming an active opponent of the machinery of the Imperium whilst still venerating the Emperor or Primarchs, believing that their actions are divinely mandated and their beliefs supersede the instructions of the misguided or corrupt temporal Imperial authorities.

Geneseed

Most loyal renegades would have fairly standard geneseed just as they had prior to their fall from grace. The obvious exception here is Chapters with geneseed imbalances that are the root cause of their renegade status. It may be that their geneseed is seriously debased, like the Black Dragons, and their mutation is a genuine issue for the Imperium. Alternatively it may be that the Chapter has a minor problem it has tried to hide in its geneseed tithe and the attempted deception has been discovered thus leading the High Lords of Terra to believe the Chapter is hiding a far worse secret than it really is. Finally of course the Chapter may have perfectly healthy geneseed but outside forces have slandered the Chapter's good name enough that the powers that be have bought the story - after all the 40K 'verse is a superstitious and fearful place and rumours are often enough to condemn a man - or an entire Chapter.

The Chapter's resource poor state may also lead to corruption of its geneseed, as might the introduction of recruits different from traditional norms. Again, remember that the 'science' of creating a Marine is an arcane and misunderstood enterprise and the Chapter is unlikely to be able to correct imbalances and flaws that differ to those it normally sees.

Finally being hunted and hounded by the Imperium can easily lead to heavy casualties which may in turn lead to the Chapter shrinking to such a size that it simply doesn't have enough viable geneseed to survive leading to the demise of the Chapter.

Battle-Cry

As with beliefs most Chapters wouldn't alter their battle-cry if branded as rogues, although references to the Imperium might be replaced with the Emperor, Primarch or a Chapter Master - 'For the Emperor!' instead of 'For the Imperium!' for example.

In part 2: True Renegades

About Face

Knowing when it's time to redirect and rethink DIY, and what to do about it.

By Malcolm "Barret" Wilson

Every great general knows that sometimes, a battle plan can no longer be followed or a campaign won (unless it involves Russia in the winter, then everything goes out the window), and sometimes a DIY is no different. No Chapter is written in one go, and the process often requires adjustment of your original ideas. It can be as subtle as changing your naming scheme or homeworld‰s ecology to a radical readjustment in the Chapter‰s basic themes. Having been through the process with more than one DIY, with varying readjustments needed, I hope to share some of the signs I‰ve encountered that say it‰s time to rethink parts (or all) of your DIY and what to do about it.

It All Flows Downhill...

The most important part of creating a DIY Chapter (aside from, y‰know, creating a Chapter) is ensuring that the entire thing flows naturally and exists as a cohesive whole. This is one of the most common problem areas, and can have a big impact on the quality of a DIY. Let me give an example. When I was writing the Index Astartes article for my Knights of the Raven, the geneseed and core command staff were of the Ultramarines while the Techmarines were Salamanders. That alone seemed too heavy-handed as it was, but I made it worse by making the Ultramarine Chapter Master arrogant and impulsive and then having him die because of his own foolishness. It was quickly pointed out to me that, aside from being an obvious and heavy-handed ploy to get what I wanted (i.e., a tech-oriented Salamander in charge), it made no sense in the context of the 40k universe. The Third Founding, the first since the breakup of the Legions, would have been a nearly unparalleled event, a momentous event. There‰s no way a man who would not have thought twice about attacking a couple hundred guys in a canyon would have been put in command of a full and newborn Chapter. The heritage part of the fix was relatively simple: make the Knights' geneseed Salamanders and that problem was solved. I still needed the deaths of a Company and the accompanying psychological repercussions, so the (somewhat needless) sacrifice was of the Fourth Company and their Captain, which is much more believable than it being the Chapter Master.

The importance of maintaining a natural ...flow‰ to a Chapter is related to a similar problem that often occurs during its creation: needless complexity. It‰s not uncommon to see a work in progress DIY crammed with so many themes, ideas, concepts and events that any sense of coherency is lost. It‰s more important to see the forest than the trees. This can be a difficult problem to diagnose by yourself. As with most of the DIY process, your best help is other people and the (hopefully) objective feedback they can provide. Unfortunately, fixing this problem is never easy because if you‰ve got too much or too many things crammed into one Chapter, the solution is invariably to start removing things.

As an example, when I was writing the first draft of my DIY the Thousand Swords I had a lot of events and battles and characters that I thought would really strengthen the themes and character of the Chapter. So I crammed them all in with great verbosity and the article ended up reading like a bunch of mini-batreps, and the actual Chapter (forest) was lost beneath the details (trees). Not good. I thought about it for a while, and ended up pulling out most of the specific histories. Some became footnotes or short summaries in sidebars, some will likely be fleshed out in appendices or stories, while others got ditched entirely.

How do you know what to remove? Well, that‰s where having a plan comes in...

Set Course...That-a-way

Probably the biggest and potentially most damaging problem that can crop up during the creation of DIY is a lack of direction from the outset. It‰s probably happened to everyone who‰s written a DIY; you dive right into writing the IA, and it peters out after a short time with no real strong character developing, just a bunch of

loosely collected and often incompatible ideas. In DIY writing, as in a tabletop game, a plan is necessary to a positive outcome. That's not to say that you need to have all the minutiae written down in detail, but spending some time brainstorming the core themes and character of the Chapter, along with any really major milestones in their history. Of course, as we all know, no plan survives contact with the enemy (or in this case, the DIY itself), so don't regard your core ideas as carved-in-stone gospel, and do allow them to evolve as necessary. Always keep them in mind as you write your DIY, especially when adding new ...features' like specific events, character traits or organizational details. I've found that the organization of fledgling DIY is an area that frequently suffers from a lack of focus or direction. "So you have a chapter of erudite siege masters who disdain melee, but you use the Blood Angels rules and thus have frothing berserkers mixed in for no readily apparent reason?"

Going back to the first draft of the Thousand Swords, I was fairly clear on the overall theme I was going for (gothic, violent, vengeful angels of death in the biblical sense). However, I hadn't really stopped to plan out what that actually meant and how it gelled with the other ideas I wanted to use. They ended up becoming a rampaging gang of sociopaths who seemed to delight in burning down the house to get rid of the fleas. Mix in the other ideas I'd come up with along the way, and it ended up being a very random article, wandering hither and thither and not really being very good. After about a week of an enthusiasm drought, I took the Thousand Swords back to the drawing table. I basically discarded everything I'd done up until that point (because I didn't think it was salvageable), and spent some time brainstorming the key ideas I wanted in the T-Swords. Talking it over with Molotov and Darrel was also a big aid, as they helped me come up with ideas, reference quotes and material and, accidentally, a character who really epitomizes the chapter: Sergeant "Writing an Essay on My Purity Seals" Belatus. Now the T-Swords are really worthy of my lasting enthusiasm.

However, it's not always that severe. Having a plan or set of core ideas from the outset can minimize any worked needed to get a misdirected DIY back to where you want it. When I was writing the Knights of the Raven, I did this rather intensely, nailing down all the themes I wanted to use to establish their character. However, towards the end of the first draft, I was growing dissatisfied with them. I reviewed what I'd done, got feedback from others and compared it against my initial plan. I found a number of things had diverged significantly from those core ideas. Knowing this, I was able to revise certain elements of the Chapter and fix what I didn't like, rather than having to scrap the whole thing and start over.

Easy Isn't Always the Same as Lazy

This really goes along with bit about maintaining a natural flow, but I think it deserves it's own section. To badly paraphrase Occam's Razor, the simplest explanation is usually the most natural. What do I mean by that? Well, let me give you an example. Quite some time ago, I was working on a DIY, based on a GW-created Chapter that had a single piece of fluff in one of the old Realms of Chaos books, called the Grey Slayers (not to be confused with the Space Wolf variety). The existing fluff detailed some daemonic possessions, an Inquisitorial purge and other warp-spawned badness. I took this, gave it a paragraph's mention, and wove around it a tale of a decades-long siege versus the Iron Warriors, less than voluntary integration with the Adeptus Mechanicus, civil war and other needless nonsense. Basically, I took a Chapter associated with daemons and the Inquisition and, through long-winded, heavy-handed and tortuously complex means, associated them with machines and hatred of the Imperium. When I eventually realized the pit I'd dug for myself, I abandoned the project. So, what do I mean by all this? Keep it (relatively) simple and naturally cause-and-consequence oriented and you'll be better off. My own missteps aside, I've often seen people try to fit these convoluted story lines and mind-boggling coincidences into their DIYs for the sake of ...originality'. It's really not necessary. Take a look at what GW has done with the official Chapters: the White Scars are Mongolian-themed. Why? Because they come from a planet that's like Mongolia. Simple, effective, natural. They weren't Celtic-themed Marines who were subjugated by Mongols, who then infiltrated the Chapter, who, after decades of bloody civil war, killed all the Celtic guys and made the Chapter Mongolian. Sure, both methods end up with a Mongolian-themed Chapter, but the simple path is much more natural. Adding in all that extra detail and story is not only not necessary, but often detracts from the DIY as a whole. Suspension of disbelief will only get you so far.

Six Feet Under

Many if not most, people start a DIY with a history or real-world. There's nothing wrong with that, I've done it to a great or lesser extent for all my DIY's. My Spirit Walkers, for example, started as ™Inuit MarinesPt (well, actually they started as polytheistic Athenian Greek Marines, but that's a whole different story), while the Knights of the Raven have subtle elements of the samurai to them. However, it's beneficial if you choose to borrow from a specific time, place or culture in real history that you spend some time and dig a little deeper than the obvious or you'll likely end up duplicating an official GW Chapter or another DIY. By doing some extra research you can really differentiate your Chapter from others who may have used the same real-world reference. For example, look at the Ultramarines, the Iron Warriors and the World Eaters. All three draw heavily upon the culture and history of the Greco-Roman society, but do so in very different ways. The World Eaters reference Spartacus and the Roman gladiatorial games, while Roboute Guilliman is inspired by Julius Caesar, Alexander and Tacitus, while the Iron Warriors draw heavily from the pre-Roman Greek and Etruscan city-states. Another example is the Black Templars and the Dark Angels. Again, both draw heavily from the same source: the age of chivalry and the traditions of the chivalric and Crusading knights, but they diverge wildly beyond that simple basis.

Say you wanted to create a DIY based on the Vikings, but didn't want to be too readily compared to the Space Wolves. Well, the Space Wolves are heavily based on the romanticized vision of the Viking as a beer-quaffing, head-butting, live-for-fighting warrior. What is not referenced from Scandinavian history in the Space Wolves is the incredible exploration done by the Vikings, who sailed to, settled and traded everywhere from Canada to Constantiople (now it's Istanbul, not Constantinople. Why did Constantinople get the works? That's nobody's business but the Turks') to the Russian Steppes. This idea of the bold, adventure-seeking warrior-explorers could easily carry over into Space Marines, and would be very Viking without being Space Wolf-esque.

Beyond that, there are over ten thousand years of human history to pillage for ideas and inspiration. Try a culture that's never been used, or might not be so obvious, like Nubia, or Thailand, or the Almohads.

Help is Other People

I've mentioned it a number of times in my examples, but I'll say it again and under its own heading: outside, objective feedback is the best and biggest help you can get while writing a DIY. Other people can look at your work and evaluate without having the personal ties to it that you do, and can thus see things and make suggestions that you'll never see or think of. As you may have guessed by reading this, I put great stock in peer feedback during the DIY process, and I think it's the one of the most beneficial ways to come up with a DIY, especially if you can get feedback from start to finish.

The Brazen Claws

By Chris Widenbar

'And lo, despair was compounded, for Mankind lost not only He Who Broke the Darkness, Ferrus Manus, the Shining Light of Medusa, cut down by Foul Corruption and Betrayal: for worse was to come, and there was much horror and anguish, for the Most Holy God-Emperor was, alas, to be lost to the world of Man.'

Extract from the Scriptorium of Iron ... from Index Astartes: Iron Hands, by Anthony Reynolds

Following the Horus Heresy the Iron Hands returned to Medusa to mourn their losses and train a new generation of warriors. It was during this time that Roboute Guilliman laid down the dictates that would form the Codex Astartes. The combination of these two events would form the basis of the Brazen Claws' character as a Chapter.

Origins

The Scriptorium of Brass, the most ancient record of the Brazen Claws' illustrious history relates that shortly after the disappearance of Ferrus Manus, Roboute Guilliman, the Primarch of the Ultramarines, presented the Codex Astartes to the Loyalist Legions as his vision of the future. Many resisted the changes Guilliman proposed to make to their organisation, with the breaking up of the Legions into smaller Chapters the most bitter point of disagreement. The Iron Hands, already mistrustful of their brother Marines, argued vehemently against any such change, insisting that they could do the Emperor's work more ably as a Legion rather than a scattered handful of Chapters.

The Iron Hands' mistrust grew as the other Legions, having seen the sense of Guilliman's words, began the process that would become known as the Second Founding. As reports reached Medusa that, in the wake of the vicious battles between the Imperial Fists and Iron Warriors, Rogal Dorn, the chief opponent of Guilliman's changes, had agreed to the breaking up of his Legion the Iron Hands' fear of being broken up reached a fever pitch. It was under these circumstances that the Clan Company leaders met on the fourteenth anniversary of the massacre on Istvaan and the disappearance of Ferrus Manus to discuss their future. The meeting lasted long into the night with the Legion split into two factions, one opposing the changes and the other recognising the wisdom behind them. The meeting wore on and with neither side willing to compromise it seemed likely the Council would end in blows until finally, a cloaked figure stepped into the circle of the Clan Council. The twin hearts of many an Iron Hand leapt, believing the Shining Light of Medusa had returned to them and would once again lead them out of the darkness!

As the black clad warriors began cheering and chanting the name of their Primarch the figure threw back his cloak. A shocked silence settled over the assembly when the firelight revealed not the silver hands of Ferrus Manus but the armoured gauntlets of Roboute Guilliman. More than one grizzled veteran, who had battled furiously to drive his corrupted brothers from the Imperium and faced daemons without flinching, sank to his knees in dismay. Guilliman strode forward into the centre of the circle and began to speak to the assembled leaders, calming their fears and explaining the necessity of assuring the shaken Imperium that no man could ever recreate the havoc wrought by Horus. The Iron Hands, the hope of their Primarch's return cruelly dashed, their will to resist broken, grudgingly accepted the broad dictates of the Codex Astartes.

The Clan Council now turned to the problem of breaking up the Legion. Eventually it was determined that 3 Chapters would be founded. The first would keep the name and colours of the Iron Hands Legion, the second Chapter would become the Red Talons, named for the lost Brothers of Ferrus' bodyguard, the third Chapter would be named the Brazen Claws in honour of Ferrus' flagship. They would be organised according to the traditions of the Clans of Medusa, the oldest members would retain the name, trappings and Homeworld of the Legion while the younger members were assigned to the newly formed Chapters.

The following weeks were filled with a flurry of activity as the new Chapters were organised, it quickly became apparent to Guilliman that the loss

of not only many of the Legions' greatest warriors, but also much of their finest equipment when the Traitor Legions turned on Ferrus Manus and his bodyguard on Istvaan, would hamper their ability to equip 3 Chapters according to the dictates of the Codex. As the senior Chapter the Iron Hands claimed much of the remaining supply of rare equipment such as Land Raiders, Tactical Dreadnought Armour and power weapons. Second in line, the Red Talons claimed most of the rest. As a result the Brazen Claws received not only the most junior of the Iron Hand Battle Brothers, but also ended up poorly equipped in relation to their brethren. The loss of many of the Iron Hands vessels at Istvaan created further problems for the Brazen Claws, for once the needs of the Iron Hands and Red Talons had been fully met, the Chapter received barely enough starships to transport it's Marines and their wargear to the Segmentum that they would guard, let alone the necessary support personnel and equipment they would need to fulfil the duties that would be expected of them.

The officers of the Brazen Claws protested and petitioned their brother Chapters for a fairer share of the Legions' equipment. Their pleas fell on deaf ears, for many of the older warriors among the Iron Hands were almost as distrustful of their younger brethren as they were of outsiders. The Iron Hands claimed that they had not earned a full share in the Legion's few remaining artefacts, as many of their number had never even seen Ferrus, let alone fought alongside him in the Great Crusade. Seething, the Brazen Claws turned to the Red Talons, hoping they would be more reasonable. Again their request for an equal share of the Legion's equipment went unheard; the Red Talons cited their own shortages, blaming the Iron Hands for their greed. Accusations flew between the three Chapters, breaking their brotherhood almost before it began. The treatment the Brazen Claws' received that day soured relations between the 3 Chapters, a situation that has not improved with time. Frustrated by the behaviour of their former brothers, the Brazen Claws appealed to Guilliman to intercede.

Guilliman, who had foreseen this, would not reverse the decision of the Clan Council but did offer the loan of Ultramarines starships and equipment to help make good the Chapter's deficiencies. The Scriptorium of Brass notes that the Brazen Claws' newly appointed Chapter Master Larinus did not agree immediately, but rather, shrewdly asked the Ultramarines' Primarch what the price of such largesse was. Guilliman's answer stung the martial pride of the youthful Larinus - a cadre of Ultramarines officers and specialists would train the young Brazen Claws in the ways of war until such time as Guilliman himself decreed them fit to serve the Emperor under their own guidance. Larinus knew his own limitations, having only recently attained the rank of Captain in the Iron Hands Legion, he had not even commanded his company in battle, let alone a full Chapter of Marines. Despite the blow to his ego that the Primarch's words inflicted, Larinus agreed to Guilliman's terms and the Compact of Medusa was born.

The Coriolis Campaign

Over the next five decades the Brazen Claws abided by the Compact of Medusa and served their apprenticeship under the command of Palinurus of the Ultramarines, fighting alongside the Ultramarines and their descendents on many occasions. Their final battle under the guidance of Palinurus and his brethren occurred 50 years to the day of the sealing of the Compact. Guided by their Librarians the Brazen Claws descended on the world of Coriolis, a once temperate planet transformed into a barren wasteland by Phix Tabtii, a protégé of Magnus himself, and his small cabal of Thousand Sons sorcerers. Their pitiless rule enforced by their soulless brethren, Phix and his brothers sacrificed millions of natives to their foul god as they tried to duplicate their Primarch's feat and teleport their fortress into the Eye of Terror.

A short, brutal campaign shattered the cabal's grip on the planet and as the Brazen Claws besieged the psykers' fortress Guilliman himself appeared with his First Company to aid in the final destruction of the foul coven. Upon his arrival Guilliman was immediately closeted in the Chapter's Damocles Command Rhino with Larinus. Rumours spread amongst the Brazen Claws and their Ultramarines teachers that Guilliman had decreed this campaign the final test of the Compact of Medusa; if the Brazen Claws defeated the Thousand Sons here they would be free to control their own destiny. In the midst of one of the planet's fierce Khamsin storms the Brazen Claws and their Ultramarine allies renewed their attack. Slowly they gained the upper hand over the cabal's automaton brethren, rigidly disciplined bolter fire combined with the withering barrage of heavier weapons eventually driving the Traitors into the inner sanctum of their fortress. Upon these shattered walls Larinus met Phix in battle, power sword meeting corrupted force

staff in a blinding blizzard of varicoloured sparks. The psyker hammered at Larinus' mind as well as his body, as the combined forces of the Loyalist Marines swept the fortress clear of Traitors. Their foes now little more than empty, inanimate shells of armour, the Brazen Claws Marines began to move to their commander's aid.

Seeing the destruction of his forces and the approach of more Loyalist warriors Phix called on Tzeentch's power to bind the fierce winds to his will, blanketing the sorcerer and Chapter Master in a whirlwind of sand, obscuring them from view, intending to finish the youthful Larinus and escape under cover of the storm. Despite the sorcerous winds the Brazen Claws continued to advance to their Lord's side, only to be stopped in their tracks as every attempt they made was countered by the psyker's grip on the Khamsin. Time after time the Brazen Claws drove into the sandstorm only for lashing tentacles of wind to smash Marines from their feet or see entire squads buried under shifting dunes as sorcerous sand-waves crashed down upon them.

Inside this lightning speckled maelstrom Larinus' greater skill began to show as he beat back the defences of the cabalist, striking his ornate armour time and again, each blow turned aside by the glowing wards engraved there. Emboldened by his opponent's inability to harm him the psyker cast aside his daemon-staff, daring Larinus to strike him, laughing as the sorcerous armour defeated each blow. Cackling madly, calling upon his foul patron to strike down the Loyalist Marine Phix struck out with gauntlets wreathed in psychic energies, forcing Larinus onto the defensive.

The fierce Khamsin winds calmed for a moment, no longer bound to the Thousand Son's will as he gathered his mental energies to crush Larinus. As the sorcerer lunged for Larinus' throat, crackling energy leaping from his fingertips, Larinus met the psyker's attack with one of his own, abandoning his defensive posture as his battle-cry rang from the walls … 'His will be done!'. A percussive blast of light rolled over the Brazen Claw as his weapon pierced the unmarked visor of his opponent's helm, releasing the psyker's pent up mental energy in an explosive burst, disintegrating Phix's armoured form and smashing Larinus to the ground. The Khamsin returned with a vengeance, filling the sudden silence with it's howl as Larinus staggered to his feet. Holding aloft the melted ruin of his power sword Larinus turned to face his warriors as they echoed his warcry, drowning out the keening of the wind … 'His will be done!'.

The Scriptorium of Brass goes on to record how Guilliman fulfilled his promise and bestowed upon Larinus the full authority of the office of Chapter Master, gifting him with his own power sword to replace Larinus' lost weapon as a mark of respect for the young warrior. Larinus' first act was to return the equipment the Chapter had been loaned by the Ultramarines, declaring that as an independent Chapter they would make what they needed or do without. Guilliman accepted the return of the Ultramarines' weapons and equipment but bade Larinus keep the Battlebarge Chalcedon, the pride of the Brazen Claws' small fleet, declaring the Chapter had earned it many times over in the last 5 decades. Larinus agreed, renaming the craft 'The Sword of Guilliman' in honour of the Primarch and his role in birth of the Brazen Claws. Larinus' second act was to declare Coriolis the new homeworld of the Brazen Claws.

Homeworld

Coriolis has been home to the Brazen Claws since that fateful day, it's people proving to be ideal recruits for the Chapter and it's position astride several major Warp routes allowing the Brazen Claws to monitor a large part of the Sector with relative ease. Once an idyllic world, Coriolis is now a desert planet, scarred by the corrupt sorcery of the Thousand Sons, the days are blisteringly hot whilst the hours of darkness are bone-achingly cold. The deserts, scoured by fierce winds and lashed by tremendous sandstorms for days at a time, are a place of mortal terror for the tribes that inhabit Coriolis. The natives believe the wind to be the howls of the damned and the shifting sands to be caused by the thrashing of souls imprisoned by evil sorcerers. Other stories tell of deadly wraith-like creatures that lurk in the desert or haunted caves that swallow whole tribes. These folk tales vary across the tribes but Imperial Scholars believe that at the root of each tale are the horrors the Thousand Sons cabal inflicted on the people of Coriolis before the arrival of the Brazen Claws and their Ultramarine allies.

The planet's populace survive in the many great caves that honeycomb the planet, living a simple tribal lifestyle, raiding each other during the brief calm periods that descend upon the desert periodically. Only the bravest of the tribes' warriors will brave the deserts and the spirits of the dead,

even in periods of calm, to raid their enemies for food, water and women. It is from these warriors that the Brazen Claws recruit new members. Known as Windwalkers among the clans for their seemingly preternatural ability to survive the fiercest of Khamsins and the courage to face the most vengeful desert spirits, the Brazen Claws are mystical warrior-gods to the people of Coriolis and many a young boy dreams of joining their ranks.

A lone Brazen Claw approaches each warrior band and selects those young enough to be successfully transformed into Marines, awed by the sight of a famed Windwalker, daunted by the dangers of following him through the desert, only the bravest will follow him to one of many small outposts surrounding the Brazen Claws' fortress, a mighty edifice standing on the ruins of the cabal's castle. Many would-be Marines turn back on this trek, seeking shelter as the winds rise and the spirits stir the sand at their feet, those who do not are met by one of the Chapter's Apothecaries at the entrance to the outpost. Each aspirant is examined by arcane devices and only those who pass the myriad tests administered by the Apothecary are allowed to enter the shelter of the Brazen Claw outpost.

The rejected warriors are returned to the clans by the Windwalker who selected them, usually to a new tribe in a bid to prevent the clans' bloodlines from stagnating, those who are presented to a new clan are often married to the clan chieftain's daughter by the Windwalker himself. Many of the tribes' greatest leaders rise from the ranks of these rejected warriors, for they have proven their martial skill by being chosen for testing and they have shown their bravery by walking the deserts in the company of a Windwalker. Once the Windwalker has led the failed aspirants to their new homes he returns to the outpost to rejoin the successful aspirants.

In the Windwalker's absence the Apothecary tests each applicant more thoroughly, ensuring that only the best of the tribesmen are accepted by the Chapter. Even amongst Marine Chapters this second round of testing is seen as extreme, with many aspirants who would find a home in another Chapter being rejected by the Brazen Claws. The Apothecary then takes those young warriors who fail these stringent examinations to the Chapter's Fortress Monastery, there they become serfs and servitors to the Brazen Claws.

The Windwalker will now spend 50 days with those few aspirants who have met the Chapter's strict standards, one day for each year the Brazen Claws studied under the command of the Ultramarines, training them in the fundamentals of desert survival, field craft and combat. At the end of the 50 days the Windwalker will disappear, leaving each recruit a small cache of supplies and two different maps, one to the Chapter's Fortress Monastery, the other to his tribe's cave. Each young warrior now faces the choice between the safety of home or the far more daunting task of striking out to join the Windwalkers.

Those who take the easy route and return to their tribe are reviled as cowards and are often turned away to seek shelter elsewhere, many become hermits living in the deserts, using the knowledge they learnt from the Windwalker to prey on unwary raiding parties, adding to the legends of the dead and the lost in the desert sands. Those with the courage to journey to the Brazen Claws' Fortress Monastery face a gruelling trek of 10 or more days on less than a mouthful of water a day. Those who survive thirst, the Khamsin and the other desert perils often arrive at the foot of the Fortress Monastery dehydrated, wind burnt and near death.

No matter their state each aspirant is awed by the sight that greets them, the shining brass bound doors of the Fortress Monastery, intricately inscribed with the entire Scriptorium of Brass.

The Sword of Guilliman

More than 10 millennia old, the Battlebarge Sword of Guilliman still serves the Brazen Claws as the flagship of their small fleet. Originally named Chalcedon in the service of the Ultramarines Legion the vessel was one of those lent to the Brazen Claws by Guilliman himself under the terms of the Compact of Medusa. When the compact expired Guilliman gifted the vessel to the Brazen Claws in reward for their service, Chapter Master Larinus of the Brazen Claws promptly renamed the vessel Sword of Guilliman in honour of the Primarch's generosity and teachings. Since that day it has served the Emperor ably, in countless Crusades and numerous smaller actions

Most recently the Sword of Guilliman led the Brazen Claws fleet in the defence of Kasr Holm in the Cadian system during Abbadon's last attack on the Cadian Gate. Sadly this ancient vessel was grievously damaged during the final days of the campaign, only the gallant sacrifice of the Strike Cruiser Defiant and it's entire crew allowing the pride of the Brazen Claws' fleet to escape it's Chaos tormentors. The vessel is currently undergoing repairs and is not expected to return to active service for more than 3 years such is the scarcity of refitting resources in the wake of the immense naval battles of the 13th Black Crusade.

Without any fanfare the doors open and the recruit is welcomed by the Windwalker who recruited him, a simple brand in the form of the Brazen Claw's Chapter insignia is applied to the young warrior's sword arm and from this moment on the recruit is truly a Brazen Claw.

Organisation

The Brazen Claws closely follow the Codex Astartes as laid down by Roboute Guilliman, having abandoned the idiosyncratic Clan Company system of their forefathers, their tutelage under the auspices of Palinurus and his fellow Ultramarines having instilled in them a deep respect for the dictates of the Codex and all they represent. Though the Brazen Claws venerate the Codex they also recognise that even this most hallowed tome does not hold the answers to all the situations a Marine may encounter on the battlefield. This acknowledgement gives the Chapter a modicum of flexibility in battle, allowing them to react to unexpected challenges and new enemies with greater ease than is common amongst their brethren of the Second Founding, such as the famously rigid Black Consuls.

The Brazen Claws follow the Codex closely in organising their Companies along the traditional lines of a Veteran First Company, four Battle Companies, four Reserve Companies and a single Scout Company. Squads too, are organised along Codex lines, ten strong whenever possible, divided into Tactical, Devastator and Assault squads. The Chapter has maintained the capacity to build many light vehicles common to Marine Chapters, including bikes and some Land Speeder variants, this has allowed the Brazen Claws to build up sufficient reserves of these vehicles to equip the entire Eighth (Reserve) Company with a mix of 'speeders and bikes when necessary.

However their relative paucity of certain types of equipment has necessitated some operational and organisational changes. Chapter Master Larinus' first declaration, that the Brazen Claws would be truly self-sufficient has been strictly maintained throughout the years, and the Chapter maintains only the small armoury of vehicles and the handful of Dreadnoughts granted to it during the break-up of the Iron Hands Legion. The Chapter's Forge is however, extremely adept at repairing these treasured relics and many sport honour markings and campaign badges earned galaxy wide over the last 10,000 years. As a result the Brazen Claws are a predominantly infantry force, with only the best warriors being mounted in the ancient Rhinos, or even more rarely, one of the Chapter's few Land Raiders.

Equipment shortages have necessitated other deviations from the Codex, for example the Chapter's entire First Company always fight in Power Armour, the Chapter as a whole having only a dozen of the prized suits of Tactical Dreadnought Armour. Only the Chapter Master and his ten Captains are entitled to wear these ancient suits and each is treated with the greatest reverence by both the wearer and his men. The twelfth suit is maintained in the livery of the original Iron Hands Legion as a mark of respect for their lineage, residing in stasis until the day Ferrus Manus returns to don the armour and lead his sons to glory.

Combat Doctrine

Following the tenets of the Codex Astartes, the Chapter puts its faith in the basic weapons of the Marine, the bolter and chainsword, and the training and faith of it's warriors. This simple, yet effective approach has been reinforced by the Chapter's relative lack of complex technologies such as power weapons and plasma guns. This lack, much like the scarcity of vehicles, stems from the bitter split of the Iron Hands Legion and what the Brazen Claws consider the unfair sharing of the Legion's wargear. As a result, each of these rare weapons dates back to the era of the Horus Heresy and is treated as a holy relic, with only the most skilled warriors and the finest shots in the Chapter being honoured with the use of them.

In battle the Chapter follows the broad dictates of the Codex, forming a solid base of Devastator and Tactical units, suppressing the enemy with accurate volleys of bolter shells and missiles, before swift units of Assault Marines, or Veteran squads of the First Company, often mounted in Rhinos, deliver the knockout blow. Where appropriate the Chapter deviates from the Codex, going so far as to mount the entire Eighth Company on Bikes or Landspeeders for lighting strikes against critical targets whilst other Companies tie down the bulk of the enemy. This blend of orthodoxy and innovation has won the Chapter many glorious victories, most recent among them the Defence of Kasr Grallen during the 13th Black Crusade.

Only on rare occasions do the Brazen Claws' ancient Dreadnoughts and Land Raiders take part in the

Brother Tiberinus and Dreadnought Praxis

Before receiving the mortal wounds that led to his internment in the sarcophagus of the Dreadnought Praxis, Tiberinus was Captain of the Brazen Claws 3rd Company and a veteran of more than four centuries service to the Emperor. He fell on the battlefields of Thattr during the Hieronymous Crusade, leading his Company in the charge that broke the back of the heretic army on the steps of the Heiron Cathedral itself. In that same battle the Dreadnought Praxis was severely damaged, Brother Eurystheus, the pilot, finally joining the Emperor after more than a millenia of faithful service, killed by the same lascannon round that damaged the ancient walker's engine and ended it's battle. When Tiberinus' wounds were deemed more than even the enhanced body of a Space Marine could survive and the damage to Praxis was determined to be repairable it was decreed that the two would be joined in service to the Chapter once more.

The 4 years it took for the extensive repairs needed to Praxis left Tiberinus, unable to activate his Sus-an Membrane due to his wounds, in the care of the Chapter's Apothecarion. Although they were able to sustain his life for this period even their arcane technologies could do little for his pain. By the time of his attachment to the Dreadnought's life-support systems Tiberinus' nerve endings had been scarred by constant pain impulses, meaning a life of permanent suffering for the former Captain. Only the honour of serving the Emperor once more kept Tiberinus alive throughout this ordeal.

In the two decades since Praxis was reactivated by Brother Aulis, the Brazen Claws' Master of the Forge, Tiberinus has been instrumental in a number of the Chapter's campaigns, most recently the epic Defence of Kasr Grallen during the 13th Black Crusade where he fought alongside the Ultramarines Dreadnought Magister, containing the shattered remains of the very same Brother Captain Palinurus who taught the Brazen Claws the ways of the Codex Astartes more than 10,000 years ago.

Chapter's battles and in each case the use must be sanctioned by the Chapter Master himself, for the Chapter is hesitant to risk it's most treasured links to the past. Even the Despoiler's most recent attack on Cadia on the Chapter failed to persuade the Chapter's current leader, Chapter Master Telamon, to release more than a single Land Raider, the Unyielding Justice and a pair of Dreadnoughts, Brother Menesthius and the newly entombed Brother Tiberinus, to combat the Traitor Legions.

Beliefs

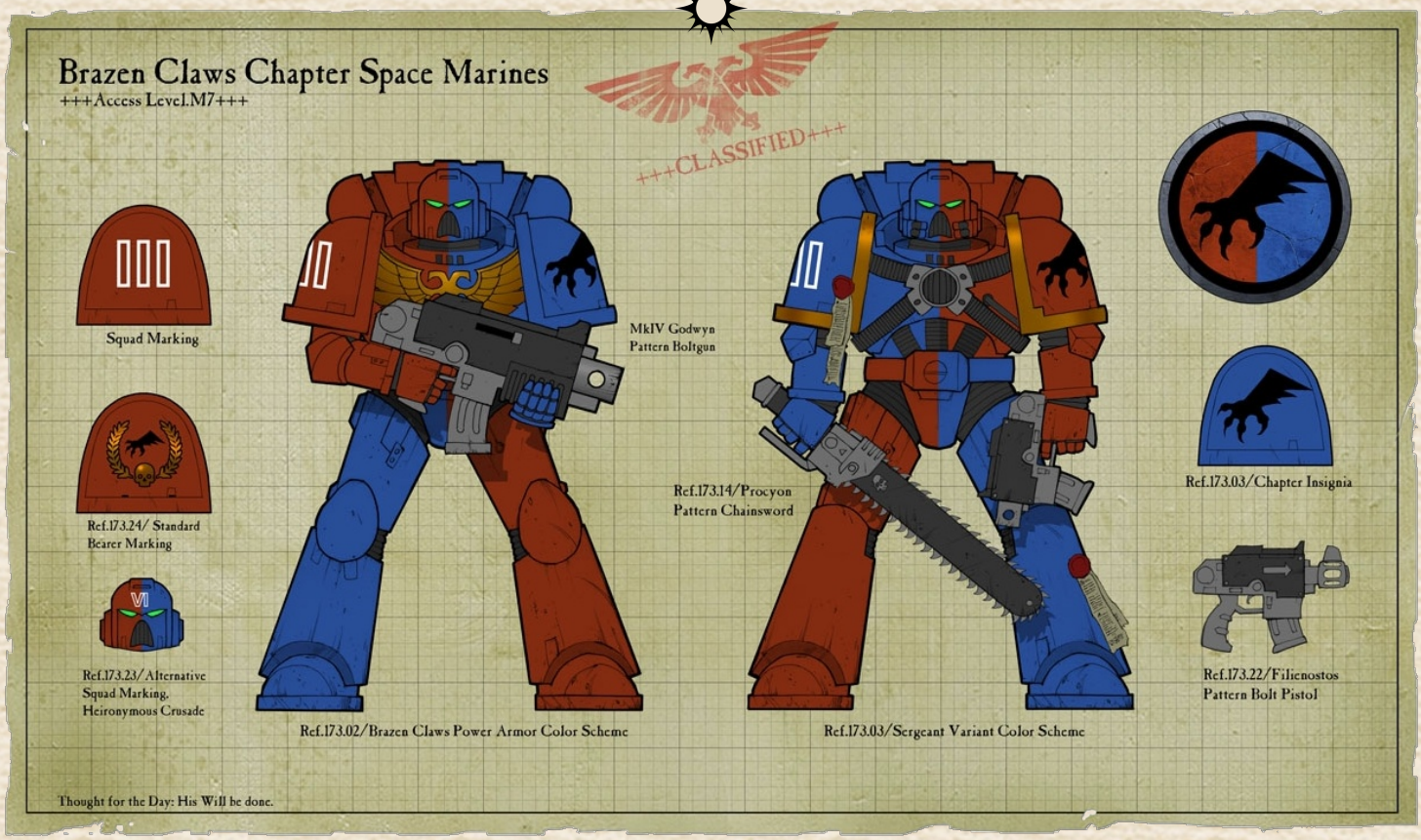
The Brazen Claws share a number of beliefs with their parent Chapter; many however, have been moderated by the influence of Guilliman and the Codex Astartes. Chief amongst the shared dogma of the Iron Hands and Brazen Claws is their unshakeable belief that Ferrus Mannus will one day return to lead his sons to glory. Larinus and several of his Captains were amongst those Iron Hands said to have been blessed by the vision of their Primarch's final words to his sons and the Chapter has been preparing for Ferrus' return since those days, going so far as to have preserved a precious suit of Tactical Dreadnought Armour in the original livery of the Iron Hands' Legion for the day of his return.

The Chapter's formative belief however, instilled in them by their years under the auspices of the Ultramarines, is in training and preparedness, to this end the Chapter's Marines train endlessly in a wide of variety of terrain, situations and conditions. This credo is a virtual mirror image of that of the Iron Hands, to whom the flesh is weak, and who take every opportunity to augment their bodies with bionics. The Brazen Claws believe that their bodies and minds can be moulded into the perfect weapon through training and experience without being shored up by such artificial measures. As a result of this broad spectrum of training Brazen Claws Marines are often chosen to accompany Adeptus Mechanicus Explorator teams or Rogue Traders on exploratory missions. Many times the Chapter's rigorous training has paid off as the Marines attached to such expeditions have excelled in conditions that have overwhelmed less well trained and disciplined troops.

In addition many Marines undergo specialist training, the best and brightest being chosen as apprentices to the Chapter's Chaplains, Apothecaries, and TechMarines. Each Company except the 10th fields these junior specialists in its 1st Squad alongside the Company's Captain or senior Sergeant. Should any of the specialists attached to the Company fall in battle his most senior apprentice will step up and immediately assume his battlefield role.

Gene-Seed

The gene-seed of the Brazen Claws is as stable and pure today as it was the day the Iron Hands Legion was broken up, a fact the Chapter is extremely proud of. In order to maintain these standards the Brazen Claws only accept the purest warriors from the ranks of the desert clans and any candidate who deviates from the Codex accepted norms during his transformation into a Marine is



immediately sequestered by the Chapter's Apothecaries. If they are unable to stabilise and correct the initiate's deviation he is mind-scrubbed and will eventually become a servitor to the Chapter.

The excesses of Ferrus' gene-seed seem to have been tempered by the teachings of Guilliman, or at the very least, redirected. Unlike their brethren of the Iron Hands and Red Talons Chapters, the Brazen Claws do not seem to be compelled to augment and even replace their bodies with bionics and other arcane technologies. There are however, a few notable exceptions to this amongst the Brazen Claws, a small number of recruits feel the pull of Ferrus' geneseed, and the need to bionically augment their bodies can become overwhelming. Thankfully this flaw is usually detected early on in their training and those afflicted are quickly attached to the Chapter's Forge as would-be TechMarines, here their bodies will be augmented to allow them to properly venerate the Omnissiah. This serves two purposes, firstly increasing their efficiency as TechMarines and secondly, assuaging the compulsion they feel to be rid of the 'weakness of the flesh' as they see it. An unwelcome side effect of this throwback to the weakness of the Iron Hands is that many of their unaffected brethren hold a slight distrust for the Chapter's Techmarines, uncomfortable with such close links to their estranged brethren. As a result the Chapter's Techmarines often live in isolation from their brother Marines, becoming increasingly distant and reserved over time. For those few who manifest this flaw later in life the solution is not so simple, for the compulsion grows exponentially once it has occurred, quicker than the Techmarines can train their new brother in the ways of the Machine Cult and augment his body to ease his cravings.

Amongst the majority of Brazen Claws this obsessive aspect of the Iron Hand's gene-seed seems to have been funnelled into an emphasis on training with the Chapter maintaining some of the most wide ranging and comprehensive training facilities amongst the entire Legiones Astartes. The facilities currently cover more than half of Coriolis' secondary continent; they include a variety of carefully controlled climate and terrain enclaves including jungle, arctic and urban areas together with wide expanses of the planet's native desert. The Chapter prepares it's warriors in many other ways, requiring them to train in diverse situations such as in a vacuum, underwater, in complete silence or overwhelmed by visual and aural distractions. Each of these training regimes has it's own enclave meticulously maintained by the Chapter's serfs so as to be ready for use in an instant should their masters so require.

These enclaves are often created based on the experiences of Brazen Claws Marines seconded to Rogue Traders and Explorator teams. In many cases the Chapter exchanges the service of it's warriors on such missions for the expertise of the Rogue Trader or Explorator's Techno-

Magos in creating new training enclaves based on these experiences upon their return. The Chapter is continually expanding it's training facilities in an attempt to be prepared for any eventuality in any location under any circumstances. On several occasions the High Lords of Terra have arranged for fledgling Chapters to be trained by the Brazen Claws in their extensive facilities in order that the new Chapter be properly prepared to assume it's role amongst Humanity's greatest defenders.

Battle-Cry

'His will be done!'

Argument rages amongst Imperial scholars as to whether 'His will' is the Emperor's, Ferrus Manus' or even Roboute Guilliman's. Many have posited that in fact, the cry refers to all 3 in one degree or another. The Brazen Claws refusal to clarify this issue only encourages further speculation amongst these so-called experts and it is doubtful if the truth of this matter will ever be known.

Designers Notes

The Brazen Claws are an official GW-created Second Founding Iron Hands successor. We know when they were created, who by, but little else. Chris Widenbar picked up the gauntlet and made the Brazen Claws truly his. TCS caught up with him to ask about his Chapter.

TCS: Welcome, Chris. Why not start with a bit of background about yourself. How long have you been a 40k player? What drew you to the game? What armies do you have?

Chris: My first 40K game was actually Space Crusade sometime in the mid-80's. I loved the plastic Dreadnought in there, I used it as a DIY 'Mech design in BattleTech for years afterwards. After that I graduated to Rogue Trader and Horus Heresy (the first incarnation of Epic) and it was really the fluff in HH that got me. I loved the artwork in the rule books and the savage and bitter Brother versus Brother ethos the game had.

As for armies, well, I had Blood Angels in Space Crusade (and later Space Hulk), I used 'Mechs as proxy Space Wolves for most of Rogue Trader (I couldn't afford to buy 2 lines of minis during my early teens) and then in 2nd/3rd Ed I had my only true and complete 40K army - Dark Angels. I haven't really played much since the last half of 3rd Ed, my regular gaming group broke up after Uni so since then I've really just painted whatever has taken my fancy so I have drips and drabs of Ultramarines, Space Wolves, Salamanders and lots of single minis that I just felt like painting. I have a couple of squads and a Dreadnought in Brazen Claw colours too and recently I've been tempted by the new Dark Angels, some of those minis are to die for...

TCS: What drew you to the Brazen Claws - a fairly obscure Chapter?

Chris: Two things really. First was the colour scheme, bold red and bright blue - how can you resist? Plus I love split schemes in general, they're fun to paint and look great on the tabletop.

The second thing is just that when I write my fluff I like to fill in the blanks GW has left, to write fluff that fits with the existing information and expands on it. So in this case the BC were essentially 'blank' - all I had to work on beyond name and colour scheme was a single line in the Iron Hands IA saying the IH and they're Second Founding Successors didn't get along too well at all.

If I'm really honest I'd also add that I'm useless at naming Chapters and designing cool heraldry and colour schemes so I've always found it easier to start a DIY with those things in place for me.

TCS: What advantages and disadvantages did you encounter when detailing an official GW Chapter instead of creating your own DIY? Would you say one is 'easier' than the other?

Chris: Well, like I said above, I didn't have to come up with a name or colour scheme, two things that have been my DIY Chapter nemeses since Rogue Trader times. The second advantage is a bit odd - folks are generally keen to see what you've done with an official Chapter, folks like to see the blanks filled in as much as I like to fill them in, so it often means a friendlier reception for your work. Of course the flip side is more criticism if you do something outlandish or beyond what folks expect in that situation.

The disadvantages of detailing a known Chapter were twofold for me, like I say there's an expectation placed on your work and the second, much larger problem is the possibility (however remote) that GW might one day swoop in and make

their own IA for 'my' Chapter and render all my work moot in official fluff terms. For many DIYers that's not a problem but I pride myself that IA: BC is something that fits into the 40K universe as neatly as GW's own fluff so to have that turned inside out would be quite a blow.

Is one easier? For the Brazen Claws there is so little official fluff on them that it wasn't any different to creating an unofficial Chapter. For other Chapters, like Rogue Trader's Grief Bringers, I think it's probably harder to integrate the known fluff with your vision of the Chapter. With an unofficial Chapter or an official 'Blank Slate Chapter' you can pretty much do what you want without being tied to certain dates, events or characters so I'd say that was the easier option of the two.

TCS: Is it true you submitted the Brazen Claws to White Dwarf? What response did you get?

Chris: It is indeed true that fan-boi and egomaniac that I am I tried, repeatedly, to get GW to make my version of the Brazen Claws official. I sent the article along with photos to WD in the UK and Australia (where I live) as well as Fanatic and Specialist Games. I never got any official reply though I did get a report from a friend who bailed up Fat Bloke at a UK Games Day that he'd read the article and liked it but that GW simply refuse to publish unsolicited fluff. They're quite happy to print Tactica articles, tips on modeling, scenarios and the like but they reserve fluff solely for themselves. Which is fair enough I s'pose, it's their universe though it would have been nice to get an actual response from them.

Still, some of my Brazen Claw minis did appear in the letters page of UK WD not long after that Games Day so at least I can say the Brazen Claws appeared in print, right?

TCS: What was the inspiration behind your 'take' on the Brazen Claws? Making them the 'runt of the litter' after the Iron Hands split and making Roboute Guilliman so influential in their development?

Chris: I saw the breakup of the Iron Hands Legion more as a bitter divorce than

as sibling rivalry so I never really thought of the BC as the 'runt of the litter', more as the hard done by party in a rather nasty break up. I liked the idea that even after the Heresy the Loyalist Legions were riven by jealousies and petty issues, perhaps more so those that had lost their Primarch so I just took it to the next step - what happens to an already rocky relationship that ends badly? Someone ends up with the short end of the stick; in this case it was the Brazen Claws.

Guilliman originally came into the picture because I was trying to explain the blue in their colour scheme. I'd decided the red was to honour the fallen Iron Hands of Istvaan but couldn't work the blue in so I thought I'd try to shoehorn Guilliman into the story - after all he ordered the breakup of the Legions so he is essentially the reason the Brazen Claws Chapter exists. As I tried to work him into the story to explain the blue armour he just naturally grew into a second father figure for the BC, it was totally unplanned but I think in the end it worked nicely. The explanation of why their armour is blue and red disappeared mostly due to the influence of Aurelius Rex and Rogue Trader, as the article grew they were a big help in convincing me it didn't fit the IA anymore and eventually I dropped it.

TCS: How do you personally view Guilliman and the break-up of the Legions after the Heresy?

Chris: I take my fluff in the 'Imperium Approved' fashion and see Guilliman as the standout post-Heresy figure in the Imperium. Whilst my favourite Primarchs are probably Russ and El'Jonson I think Guilliman epitomises the ethos of the loyalist Legions and Chapters for me. As for the Second Founding I saw it as a necessary evil, after all Horus had virtually destroyed the Imperium and clearly that couldn't be allowed to happen again. But I always wondered if it had been as smooth or easy as it was made out to be. With IA: BC I took the chance to make the Second Founding a bitter, painful experience, at least for the Iron Hands Legion and the BC.

TCS: DIY Creators are often criticised for making their Chapters 'overpowered'. By contrast, the Brazen Claws were inadequately equipped - something that's affected them deeply. Why did you choose that route?

Chris: I didn't consciously choose to make the BC 'weak' or underpowered as a counter to 'cheesy' DIY Chapters, that aspect of the Chapter just sort of grew as their story did.

However I've always thought that table top armies over represent power weapons, plasma guns and the like, in the fluff those things are all rare and

precious relics of a bygone golden age (an aspect of the fluff I've always really liked) yet they're a dime a dozen in the game itself. So as this part of the BC story grew I just refined it and expanded it a little more so that for the BC things like Power Weapons and Dreadnoughts are ancient, valuable, almost holy items that have been carefully tended for 10,000 years simply because they can never be replaced, especially given Larinus' Oath.

It was the same with the Brazen Claws' emphasis on training, purity, their use of 'traditional' or 'simple' weapons (like bolt guns and chainswords) and reverence for the Codex, those are all elements of the fluff I love and that I wanted to put a spotlight on in the IA. Without those elements there are no Marines so I saw the IA as a chance to redress that imbalance somewhat.

TCS: Tell us about Coriolis. Did you have any ideas or inspirations in mind when creating the Brazen Claws' homeworld?

Chris: Actually I just like the word 'coriolis' and wanted to use it somewhere in the IA. I also like the word 'smock' but never did manage to crowbar that one in there. Anyway, when I decided to name the BC's home planet 'Coriolis' I spent a few hours thinking what sort of images 'coriolis' brought to my mind and why I liked the word so much. For some reason 'coriolis' just brings to my mind images of swirling clouds and winds and dust storms so I took that theme and expanded on it. I'd also spend a fair bit of time around then reading about the exploits of Australia's Light Horse cavalrymen in the desert during the First World War so I had sandstorms, desert tribesmen and the like on my mind too.

As with the 'divorce' part of the IA this section took on a life of its own and grew fairly naturally without having to think about it too hard. Again, the Ordo Literati guys helped me edit and refine the images into something I was pleased with but the Homeworld section was probably the easiest to write in the whole IA.

TCS: So what was the hardest part to write then?

Chris: That's easy - the battle between Larinus and Phix.

The OL guys will attest that it went through several incarnations before it appeared as it does now. The first few were too involved for an IA, they were blow-by-blow battle scenes, which whilst I enjoyed writing and reading them just didn't fit in an IA. Once I managed to tone them down to an IA-like description of 'history' the events changed several times too as a number of the story elements didn't work quite so well in that format.

The OL guys will also tell you that I had some awful battle cliches in the first few drafts too, if I'd added some 'KERPOW's and 'BIFF's it could have come straight out of an episode of Batman!

TCS: Several times you've spoken of how much help you got in writing the IA, how important is feedback like that for an article?

Chris: I couldn't have written the IA without the help of folks like Aurelius Rex, Joker, Rogue Trader, Molotov and Paradox (all from the OL). And even if I had it certainly wouldn't be anywhere near as good, so to me getting good, honest feedback from people you know and trust is an essential part of writing an IA article. If you're lucky you'll have folks like the Ordo Literati to turn to, if not places like the Astartes Vocates forum or Liber Astartes at the B&C are great places to go to get some honest feedback and constructive criticism on your work.

TCS: How long did the development of the Chapter take?

Chris: All up a little more than 4 months from idea to completed IA. I had an outline done in a few weeks that was extensively revised for the next month, then I ran out of mojo and it languished for 3 or 4 weeks before the imminent arrival of the then new Codex: Space Marine sparked the urge to write again. I did a major rewrite at that point and over the next month slowly edited and rewrote the piece with the advice of the Ordo Literati guys from the B&C. At that stage it was pretty much finished bar the colour pieces about Praxis and the Sword of Guilliman and the Traits/Representing a BC Army section, they were written up once I had the rules at hand in the new 'dex.

TCS: What steps did you take from concept to completion? How did you tackle elements like the Index Astartes article?

Chris: The IA was originally conceived as just that, a GW style, full blown Index Astartes article. I really enjoyed the IA series as I think many others did and I wanted to create an article in that style and of the same calibre as the best official IAs.

With that goal as my starting point I just used the standard GW IA article as a template and filled in the basic details for each section before moving on to the next, following the sections that way made it easy to put together a coherent narrative. I've seen some folks do sections as inspiration struck them and then watched them try to sew the pieces together until the IA died stillborn in frustration when they couldn't mesh two really cool ideas and were unwilling to give up one (or both) to make the Chapter work, so I deliberately avoided that approach and made mine a little more methodical.

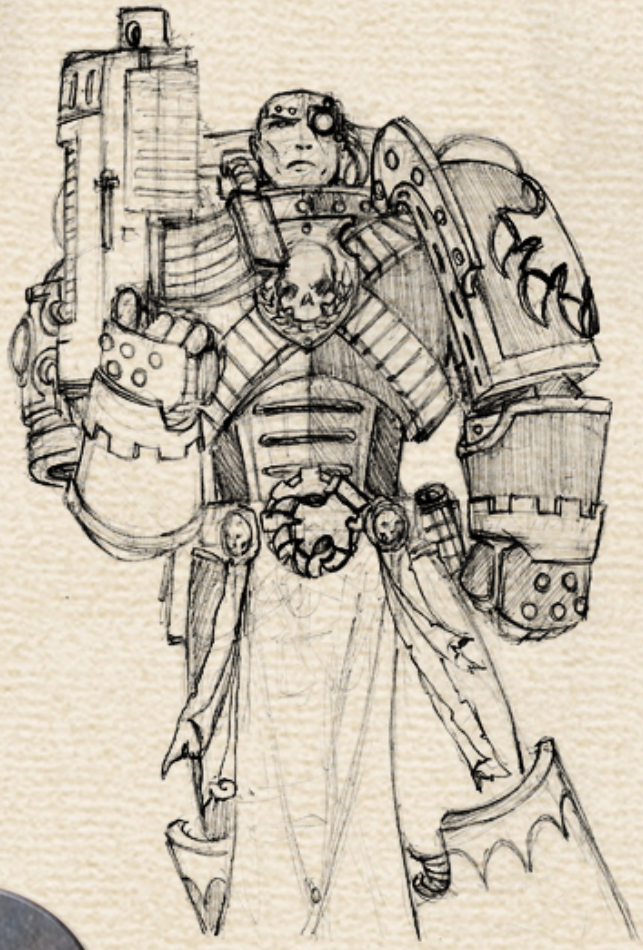
TCS: What do you think of the 4th Edition Space Marine Codex trait system as a tool for DIY creators?

Chris: I think they're a great start point, I mean Traits a DIY Chapter don't make, but they can make the task of creating your own Chapter much less daunting. That said, picking a name, colour scheme and some traits doesn't equate with having created a proper DIY Chapter in my book, it takes a lot more than that to breathe life into a DIY Chapter in my opinion.

The other great thing about traits is that they make it easier to finish a DIY Chapter IA/brief/precis/whatever as well as help to get the army on the table - I think most folks find it easier to work on a Chapter (both fluff and painting/modeling wise) that they're keen to put on the battlefield. And anything that encourages folks to finish their DIY armies or IAs is to be encouraged, I almost cry when I think of some of the potentially awesome DIY armies I've seen that never saw the light of day or the roll of the dice.

TCS: You've personalised and tailored the background behind your trait selection in order that they suit the Brazen Claws. Did your traits come before your background, or vice versa?

Chris: Given I really don't play these days the traits and rules weren't of any great concern to me so the rules definitely came after the fluff. That's really why I personalised them, so they fit in with the article and army and weren't just tacked on at the end. Again, if I'm really honest I just wanted to make sure if someone was really inspired by the IA and built a BC army that they'd have what I saw as the appropriate traits in place (as well as the extra restrictions I added on top of them) to make sure any Brazen Claws army was true to my fluff on the tabletop.



Playing the Brazen Claws

In order to use a Brazen Claws army as depicted by this IA article, Chris suggests that you use the following traits:

Advantage: Coriolis Idyll [as Purity Above All]

Once a verdant, idyllic world Coriolis was warped into a storm wracked desert planet by the foul sorceries of a Tzeentchian cabal. The Brazen Claws guard against this taint and honour the former beauty of their planet with one of the most vigorous testing regimes amongst the entire Adeptus Astartes, a regime that begins with the tests potential recruits undergo and continues throughout each Marine's life. This emphasis on purity has led to the Chapter's Apothecarion being slightly larger than that of most other Chapters, in turn this enables Brazen Claws Apothecaries to accompany their brethren into battle more often than the Apothecaries of other Chapters do. This greater battle experience occasionally leads to an Apothecary replacing a fallen Sergeant or other officer until his replacement can be fully and properly trained according to the Codex.

Advantage: Honour thy Fathers [as Uphold the Honour of the Emperor]

Two Primarchs left their stamp on the Brazen Claws, Ferrus Manus, the Chapter's Progenitor, and Roboute Guilliman, their spiritual guide. Many experienced Brazen Claws Marines grow to embrace these two disparate facets of their Chapter's to such an extent that they venerate the two equally, chanting their names in battle as a talisman of protection, striding forward into a storm of shot and shell trusting their Fathers to protect them as they close with their enemies.

Disadvantage: Larinus' Oath [as Flesh Over Steel]

As a result of Larinus' oath that the Chapter would be fully self sufficient the Brazen Claws armoury contains only those few tanks of the original Land Raider, Predator, Vindicator or Whirlwind patterns the Chapter received during the bitter split of the Iron Hands Legion. The use of any of these ancient and sacred relics must be authorised by the Chapter Master in conjunction with the Master of the Forge and the Master of Sanctity, the Chapter's senior Chaplain. Although Rhinos and Razorbacks are more common than their heavier brothers the Chapter is still reluctant to risk these ancient vehicles unless it is absoloutely necessary. Both the Master of the Forge and a Company Captain must approve the use of one of these ancient vehicles, usually granting this honour only to Veteran squads, warriors with the experience and skills to both fully utilise the capabilities of such equipment and more importantly, protect it and ensure it's return to the Armoury undamaged if possible.

Disadvantage: Be True to the Codex [as Faithful Unto Death]

Following the tenets of the Codex Astartes, the Chapter puts its faith in the basic weapons of the Marine, the bolter and chainsword, and the training and faith of it's warriors. This simple, yet effective approach has been reinforced by the Chapter's relative lack of complex technologies such as power weapons, plasma guns and teleporters.

For those who wish to represent a Brazen Claws army accurately on the tabletop, Chris has a few more recommendations and restrictions:

The Primarch's Armour

The Brazen Claws only have 12 suits of the revered Tactical Dreadnought Armour. They are reserved for the Chapter Master and his Company Captains, with the twelfth and final suit residing in stasis for the day of Ferrus Manus' return. Only Commanders or Force Commanders may upgrade to Terminator Armour. It is not available to Chaplains, Librarians or Sergeants with Terminator Honours. No Terminator Command Squads, Terminator Squad or Terminator Assault Squads are available to any Brazen Claw army.

Khamsin Warriors

The dearth of TDA suits amongst the Brazen Claws means that Terminator Honours are only available to the Chapter's Captains and Chapter Master. However the Chapter does train it's Veteran warriors extensively in other fighting techniques and the best amongst them are awarded the title of Khamsin Warrior. This replaces Terminator Honours in the Wargear list, it has exactly the same effects and is available to exactly the same units/characters. It is symbolised in a variety of ways, ranging from a lightning bolt insignia painted on the Marine's armour to intricately wrought scenes of a raging Khamsin on the Marine's armour.

Double the Work or Double the Style?

Painting Split Schemes

By Chris Widenbar

Painting split schemes looks time-consuming, I'll give you that, but really it's no harder than painting a traditional 'one colour' miniature and of course they look tremendous on the tabletop. I'm going to define a split scheme as any that utilises two or more colours for the main sections of a Marine's armour. This can be quartered, halved or even 'patchwork' - think of Chapters such as the Scythes of Dorn where the different sections of armour alternate between two colours (black & yellow in their case).

There are a few key decisions and a few simple techniques to painting a good split colour scheme and I'll be sharing the ones I use here in the Painting Desk.

Colours

Choosing the right colours is the first and most important step in any split scheme. I'm no expert on colour theory, but I do know for the typical split scheme to work you need to choose either complimentary or analogous colours. Complimentary colours are those opposite each other on a colour wheel (if you don't have a colour wheel you can find one easily on the interweb) such as blue and yellow. If you use rich, vibrant tones of your chosen complimentary colours your army will really 'pop' both on the table and up close. Analogous colours are those that sit side by side on a colour wheel, so say blue and green, and while it's much harder to make an analogous scheme work, it is certainly possible and can make for a uniquely rewarding army that people will remember.

There are of course exceptions to these rules but be aware that if you break them you'll need to get your highlighting and shading just right to really pull off the scheme. A good example of this is my Brazen Claw army; the early models with the lighter red and brighter blue just don't work as well as the deep red and richer blue of later squads.

Delineation

A big fancy word that basically means making sure the two (or more) main colours on your model are well defined and separated. Unlike detail painting there are no sculpted boundaries to help split the colours you paint on a split scheme miniature.

I use two main methods to define my colours, first and simplest is a thin black line separating the two colours. You can see that in virtually any picture of one of my split scheme Marines:

Take care to use a thin line, else the effect is overpowering, as evidenced by the overly thick line on the helmet of this mini:

Note the lines on the helmet, groin and backpack of the blue & white model are very thin and as straight as I can make them. I use a fine brush and thinned down black ink to produce this line as it offers greater control over the thickness of the line than a Micron pen or any other option. Also note that the black line works best for halved or quartered schemes, for a patchwork scheme you generally will have sculpted details to hang your colour changes on so you probably won't need to use a black line to define the two colours.

The second method I use is to highlight each colour where it meets the other. When I highlight the adjoining areas I highlight to about one third to a half as bright as my highest highlights, this separates the two colours nicely but doesn't throw your overall highlighting off too badly. Usually I use this together with the black line as in the mini above, to see the difference look at the lower section of this model's backpack:

Without the delineation you can see the softer, rounder, almost blurred look to the two colours. It's a matter of personal taste but I find the perceived blurriness of the colours detracts from the detail of the model and makes for a poorer overall result. A harder delineation really allows the two colours to make their own individual impact I find, but as I say, it's a matter of personal taste.

Painting

When actually painting a split scheme miniature there's little different to do beyond a normal colour scheme than choosing an extra colour and delineating your chosen colours. The only real difference between a split scheme and a 'normal' scheme at this point is that you have to open a few extra pots of paint to use the two colours and their highlights.

Procedurally I first lay down my two base colours and then ink the delineating line in. Next I tidy up the two colours and make sure the line is as thin and straight as I can get it. I find the line helps make sure the colours stay where they're supposed to and saves me reworking highlights or shading that's gone wonky later on. From then on I paint as normal, working up highlights and adding shading as I go before moving onto the final details such as lenses, eyes and litanies.

My final tip is the most important - make sure you correctly orient the model's backpack and any other pieces you paint separately. I tend to paint many parts of a model separately, such as backpacks, and I once ended up with a fully painted, highlighted and shaded backpack with the colours the wrong way around because I forgot to orient the backpack the way it would appear on the model.

Being lazy I couldn't bear to repaint it so I decided that as I hadn't painted the Sergeant for that squad that all the Sergeants of my Brazen Claw army would all have mirrored colour schemes. It worked out quite nicely in the end as it's a simple way make a split scheme model stand out in the crowd without having to go to town on details, gubbins or posing, a perfect technique for Sergeants and other minor characters really.

So there we are, some basic tips & tricks on how to paint split scheme Marines. Good luck and remember you can always contact us here at the Painting Desk for more specific help.

What's in a Name

By Martin Tingle

What's in a name? Everything. When creating your DIY Chapter, one of the key things to consider is the name you choose. It is perhaps the most important decision in the life of a DIY Chapter, and can certainly be a very tricky one. This article is designed to try to offer some ideas when it comes to choosing a name for your Chapter. It can, of course, apply to both loyal and traitor Chapters.

Before I start properly, I would like to make it clear that this article is based upon extensive discussion within the Bolter and Chainsword's 'Liber Astartes' sub-forum, and could never been what it is without the help of the dedicated and intelligent posters therein.

When considering the name of your Chapter, one interesting resource is Games Workshop's Insignium Astartes sourcebook. It discusses how a new Chapter Master chooses the name of his Chapter when it is just-founded. He is given access to a list of existing Chapter names, as well as a list of words and names that are forbidden. (Insignium Astartes provides no guidance on just what is 'forbidden', but presumably it would include the names of the traitor legions among other things, so you couldn't get a new 'Word Bearers' Chapter.) Likewise, the Chapter Master also chooses the Chapter badge and the heraldry of his nascent Chapter. When considering a name, you could try to put yourself in the position of your Chapter's first Master. Think about his background and his experiences, and try to choose a name that he would've been likely to pick. If your Marine is drawn from the fierce warriors of the White Scars, would he be likely to choose a name like 'Angels of Sorrow'? Perhaps he might, but then it's probably an idea to justify exactly why he did so - and that justification is something that can provide depth to your Chapter.

UK White Dwarf 299 had a detailed article on Chapter names which suggested five basic groups to draw a name from, although there are doubtless many more. This article will attempt to summarise those groups and offer some other ideas.

Elements

...Iron Hands, Fire Hawks, Storm Crows...

How often have you talked to a brick wall? Elements and materials are used constantly as metaphors or figures of speech. There's certainly very good reasons for taking such a name - they quickly evoke a lot of symbolism, bringing incredibly potent imagery to mind. As a DIY Chapter-creator, you can use these associations, and even take advantage of them. If you name your Chapter using the words 'Iron' or 'Fire' it's perhaps because you want the Marines to adopt some of their qualities. Hot-tempered and quick to action? Or steadfast and unbreakable?

Sometimes it's important to consider that such a name might impact negatively upon our conceptions and seemingly restrict your freedom. If you create a chapter called the 'Ice Dragons', would it be feasible for you to recruit from a volcanic death-world? Well, perhaps. It's not the immediate thing that springs to mind, but sometimes it's fun to subvert people's expectations.

Colours

...Crimson Fists, Black Templars, White Consuls...

Space Marines are thematically very similar to the knights of old. Heraldry plays a prominent role with the Astartes - Space Marines take great pride in who and what they are, and often the enemies of the Astartes will quail in fear as they see their death approaching. Colours can link to this - but remember that you don't need to be obvious about them. A colour mentioned in a Chapter's name doesn't have to be the main colour on their armour. The Dark Hands are a dark green, but their name derives from the black hand they have as their symbol. The Red Scorpions are most definitely not red, but the Red Hunters are.

Colours have a great deal of symbolism surrounding them. When picking a colour-related name, it's worthwhile searching on the internet or in libraries for books about colour-connotation or the psychology of colours. But remember to think as your first Chapter Master. The Crimson Fists take

their name from the ceremony Rogal Dorn carried out with the Imperial Fists' successors. The Black Templars are black because it marks them out in the sight of the Emperor, just as Sigismund was marked out on Holy Terra. Why are your Marines the colour they are?

Creatures

...Space Wolves, Black Dragons, Howling Griffons, Blood/Dark Angels..

Chapters with these sorts of names are usually named this way because they admire the animal (or the traits displayed by the animal) in question and want to emulate their example. Perhaps the chapter operates in a similar way to the animal in question. One example of this would be the Space Wolves, who operate in closely-bound packs. Of course, it's important to consider what animal you're choosing. You might see the Death Hawks, but you won't get far with the Death Hippos...

Warriors/People/Orders/Places

...Night Lords, Iron Warriors, Sons of Guilliman...

This splits into two categories; chapters named after people, and chapters with a title/honourific in their name. The Sons of Guilliman or the Scythes of the Emperor, for example, would perhaps idolise the person that they have immortalised in their name. Perhaps they wish to emulate their examples and deeds. Perhaps they believe that with each battle, they bring further honour to the individual in question.

If you look at the Imperium as a fuedal society, then the Space Marines can be likened to Knights in the Emperor's service. Hence you can have chapters like the Praetors of Orpheus or the Masters of Protelus, in charge of their fiefdom. On some worlds, the Astartes are installed almost as an upper class, and a connection to their homeworld can give them a very strong and cohesive theme. As most Space Marine chapters recruit from a single system and will willingly defend that system to the death, they could easily be proud enough of their home to incoprorate it into the name.

Single-Word Names

... Destroyers, Marauders...

Sometimes you see a tendency in Space Marine Chapters (especially DIY ones) to have what I call 'Adjective Noun' names. You might see the 'Crimson Reapers' or the like. But sometimes a single-word name can be just as effective. Why not call your Chapter 'the Reapers'? These single-word names can be very effective. Chapters like the Marauders, Destroyers, Rampagers or my own Castigators have a name that serves almost as a statement of intent, declaring for all to see, 'this is what I do. And I'm good at it.'

Weapons

...Imperial Fists, Brazen Claws, Red Talons...

Space marines are unquestionably unparalleled warriors. As such, they obviously have a deep connection to (and an affinity with) weapons. Different weapons have different characteristics, and different connotations. A sword and an axe, for example, give radically different impressions. Think of a sword and you might think honour duels, knights lined up in formation, and civilised warfare. An axe might give you the impression of an uncouth barbarian. These could have a link to the style of warfare the chapter practises. Are they slow, methodical and destructive, like a Broadsword? Or quick and effective like a Rapier?

Themed Chapters

One further consideration is when giving your Chapter a theme. Many people base their DIY Chapter on a particular real-life culture that they are interested in. In many ways, this can be a strong idea. It certainly gives you a headstart as a Chapter creator. It's possible to use a name associated with that culture so that straight off the bat, the theme is obvious and your readers have a mental image strong and clear in their mind. However, some people might prefer their theme to be a little bit more subtle. (They're called Space Wolves, not Space Vikings!) As an example, you might want a Roman Chapter, and you could call them the Imperial Praetorians. It's important to try to balance both your real-world theme, and the already huge and important themes surrounding the Space Marines. Take thirty seconds extra to modify the 'Teutonic Knights' to 'The Scions of Teutonia'.

Progenitor Legions

It's also important to note that a Chapter doesn't have to have a name that relates to their parent Chapter. Name elements aren't typically the "property" of specific first founding Chapters and their descendants. It's quite possible and acceptable for Chapters of other descent to incorporate those name elements. So a Chapter might choose

the name "Fiery Wolves" and not be descended from the Space Wolves, or "Angels of Purity" and not be descended from the Dark Angels or Blood Angels.

On Re-naming a Chapter

When looking at DIY Chapters, you often see a Chapter that's changed its name. There are several examples of offical Chapters that have done this. The Sons of Horus changed their name twice (But Abaddon does have the Mark of Chaos Undecided!), whilst the Fire Claws changed their name to the Relictors. It's important to remember that Chapters can have histories of up to ten thousand years. They value continuity and history. In the stagnant Imperium, tradition is everything. Consider carefully if a name change is warranted, or even adds something to their Character. Is a serious battle enough? The Crimson Fists have been near-decimated twice, and they still honour their original name.

If you support the Insignium Astartes fluff that the original Chapter Master chooses the original name, you could suggest that he would have chosen a name after many days of meditation, or consulting the Emperor's Tarot. It's an auspicious start to a Chapter to claim the Emperor has chosen the name Himself. But doesn't that mean that changing the name would be going against the Emperor's will?

Another thing to think about is that a Chapter's name is paramount. If you insult a Marine's heritage, you're likely to wind up very dead, very quickly. Consider all the Marines who have fought and died simply for the honour of the Chapter, in an attempt to ensure the Chapter's history, legacy - and name - survived. Would changing your Chapter's name make their sacrifice meaningless?

With that said, name-changes aren't forbidden. There are examples of official Chapters that have changed their name. The key test is usually to see if your Chapter's background would be strong without the name-change. If it would, do you really need it?

One final consideration is that of nicknames. Your Chapter could theoretically have one 'official' name and them more than one nickname. Your 'Torchbearers' Chapter could be known as 'The Wardens' by one organisation, or the 'Watchmen' by another. Chapters can thusly operate under a number of guises simultaneously. If you like two names, you can use both!

A List of Commonly Used Words in Chapter Names:

Angels, Axes, Azure, Bearers, Black, Blood, Brazen, Brothers, Celestial, Cerulean, Champions, Claws, Consuls, Crimson, Crusaders, Dark, Death, Destroyers, Devourers, Devils, Doom, Dragons, Eagles, Emperor's, Fists, Falcons, Fire, Fists, Flesh, Giants, Golden, Granite, Griffons, Guard, Hammers, Hawks, Heralds, Ice, Imperial, Inferno, Iron, Jaguars, Knights, Krakens, Lions, Lords, Lunar, Mailed, Marauders, Masters, Millennial, Night, Nightmare, Nova, Omega, Obsidian, Panthers, Paladins, Panthers, Questors, Rampagers, Raven, Red, Serpents, Shadow, Scorpions, Silver, Snakes, Sons, Space, Spears, Steel, Storm, Swords, Talons, Tearers, Templars, Tigers, Thunder, Ultima, Ultimate, Ultra, Valedictors, Vengeance, Vermilion, War, Warp, Warriors, White, Wolves, Zephyrs.

A List of (Some of the) Official GW Chapters:

Alpha Legion, Black Legion, Blood Angels, Dark Angels, Death Guard, Emperor's Children, Imperial Fists, Iron Hands, Iron Warriors, Luna Wolves, Night Lords, Raven Guard, Salamanders, Space Wolves, Sons of Horus, Thousand Sons, White Scars, World Eaters, Ultramarines, Word Bearers.

Absolvers, Adulators, Angels Encarmine, Angels of Absolution, Angels of Damnation, Angels of Fire, Angels of Penance, Angels of Purgatory, Angels of Redemption, Angels of Repentance, Angels of Retribution, Angels Penitent, Angels Redeemed, Angels Repentant, Angels Resplendant, Angels Revenant, Angels of Vengeance, Angels of Vigilance, Angels Porphyr, Angels Sanguine, Angels Vermilion, Astral Claws, Aurora Chapter, Avengers, Avenging Sons, Benedictors, Black Consuls, Black Dragons, Black Guard, Black Inculpators, Black Talons, Black Templars, Black Wings, Blood Drinkers, Blood Ravens, Blood Swords, Brazen Claws, Brazen Minotaurs, Brotherhood of a Thousand, Celebrants, Celestial Lions, Children of Purgatos, Contenders, Crimson Fists, Crimson Shades, Crusaders, Dark Brotherhood, Dark Crusaders, Dark Hands, Dark Eagles, Dark Hunters, Dark Sons, Death Eagles, Death Knights, Death Spectres, Death Strike, Deathwatch, Desert Lions, Dictators, Disciples of Caliban, Doom Eagles, Doom Warriors, Eagle Warriors, Emperor's Hands, Emperor's Hawks, Emperor's Scythes, Emperor's Shadows, Emperor's Spears, Emperor's Storm, Emperor's Warbringers, Espandors, Excubants, Execrators, Executioners, Exemplars, Exoriators, Exorcists, Extinction Angels, Fire Angels, Fire Claws, Fire Hawks, Fire Lords, Flame Eagles, Flame Falcons, Flesh Tearers, Genesis Chapter, Golden Gryphons, Grey Knights, Grey Slayers, Grief Bringers, Guardians of the Covenant, Harbingers, Hawk Lords, Helion Legion, Heralds of Ultramar, Hospitallers, Hounds of Demos, Howling Griffons, Imperial Castellans, Imperial Harbingers, Imperial Paladins, Imperial Stars, Imperial Talons, Inceptors, Inculcators, Invaders, Invictors, Inviolators, Iron Champions, Iron Fists, Iron Hearts, Iron Knights, Iron Lords, Iron Snakes, Knights of Dorn, Knights of Gryphonne, Knights of the Raven, Lamenters, Legion of the Damned, Libators, Liberators, Lion Warriors, Lords of Wrath, Mantis Legion, Mantis Warriors, Marauders, Marines Errant, Marines Exemplar, Marines Malevolent, Masters of Protelus, Mentors, Metamarines, Minotaurs, Mortifactors, Nemesis, Night Watch, Novamarines, Oblators, Omega Marines, Panthers, Patriarchs of Ulixis, Penitents, Praetors of Orpheus, Purple Stars, Purgators, The Pyre, Rainbow Warriors, Rampagers, Raptors, Ravagers, Reclaimers, Red Hunters, Red Legion, Red Scorpions, Red Talons, Red Templars, Red Wolves, Redeemed, Redeemers, Relictors, Reparators, Retractors, Revilers, Rhetors, Sable Swords, Scythes of the Emperor, Silver Eagles, Silver Skulls, Skull Bearers, Sons of Antaeus, Sons of Jaghatai, Sons of Guilliman, Sons of Malice, Sons of Medusa, Sons of Orar, Soul Drinkers, Space Sharks, Star Dragons, Star Leopards, Star Phantoms, Star Scorpions, Steel Cobras, Stone Hearts, Storm Callers, Storm Giants, Storm Lords, Storm Warriors, Storm Wings, Subjugators, Supplicators, Tauran, Tempestors, Terror Tigers, The Damned Company of Lord Caustos, The Pyre, Thunder Barons, Tigers Argent, Tiger Claws, Tormented, Tormentors, Tributors, Valedictors, Venerators, Venerators of Osiron, Victors, Vindicators, Violators, War Bearers, Warmongers, Warp Ghosts, Warrior Adepts, Warriors Tempest, White Consuls, White Panthers, White Templars, Wolf Brothers.

The Martyrs of Elysius

By Martin Tingle

"Martyr: n. one who voluntarily suffers death as the penalty for refusing to renounce their religion"

The Heralds of Righteousness are a chapter known to many as the so-called 'Martyrs of Elysius'. Many of the specific records regarding the Heralds' creation have been lost in the turmoil surrounding the Age of Apostasy, but reconstructed texts have shown that the chapter was an Imperial Fist successor chapter, created as part of the nineteenth founding.

The Heralds made the planet of Elysius their base of operations. While most chapters of the Adeptus Astartes choose planets that are inimical to life, Elysius was a world of paradise, a world of lush forests, mountains, glades and rivers, Elysius was a haven from the battlefields of the Imperium. Elysius helped to remind the Heralds of Righteousness exactly what they were fighting for.

The inhabitants of Elysius were a hardy, pious people. They trained from an early age to hunt wildlife in the planet's forests. Moving silently was a skill that the Heralds valued, and infiltration became a valued battle tactic. It was said that since the world was settled in the Great Crusade, not one enemy of the Imperium had set foot on Elysius.

By all accounts, the Heralds of Righteousness performed with exemplary skill at arms during their Imperial service. This can be seen in one of their earliest documented actions. In the wake of the Age of Apostasy, the Heralds were tasked with reclaiming an Imperial Cardinal world that had fallen to damnation and sin. Seduced by the apostate teachings of the planet's ruler, Cardinal Lankast, the populace had begun worshipping the dark powers of Chaos openly. The Space Marines' fleet arrived in orbit around the world, and rapidly deployed using their Thunderhawks.

The chapter efficiently secured a bridgehead despite coming facing heavy - yet disorganised - resistance from the native populace. They advanced quickly and within three weeks had retaken the whole planet - except the Cardinal's palace.

It would later be discovered that the Lankast had become a student of Tzeentch after his men discovered a supply of forbidden texts. Rather than immediately ordering them to be burnt, the Cardinal's curiosity forced him to read the texts, corrupting him forever. The Cardinal's Palace had been transformed into a bewildering, confusing trap, designed to destroy the Heralds of Righteousness utterly. Corridors would inexplicably turn back on themselves; walls would shrink or suddenly weep blood. Gibbering daemons would appear inexplicably and cause heavy casualties before disappearing. The palace also hid a deadly surprise - a contingent of the Thousand Sons, loyal servants of Tzeentch.

The Heralds sustained heavy casualties at the hands of the Thousand Sons. The traitor marines worked ruthlessly and efficiently, appearing only to attack the Heralds and then disappear again. Some marines were turned mad by the surreal sights they were exposed to, and had to be shot by their comrades. Others gouged their eyes out so they could only see the radiance of the Emperor. It was in the midst of this chaos that one of the Heralds' Chaplains, a pious and noble warrior, led the forces in prayer. The chaplain's name has been lost in the annals of time, but his plan seemed to work. His rousing oratory provided the Heralds with the stoutest armour possible - faith. With the Emperor beside them, the Space Marines broke free of the illusions and destroyed the Thousand Sons before finding and killing the Cardinal. Three days later Imperial Guard forces arrived on the planet and the Heralds of Righteousness left orbit. It was, some say, the beginning of the end for the chapter.

In the late 36th Millenium, the Heralds' Apothecaries discovered something disturbing that rocked the chapter to its foundations. A large number of the chapter's recruits were mutating. The twentieth implant, the Black Carapace, was mutating and growing far more than it was designed to. In all marines, the Black Carapace operates as an interface between their bodies and their armour. In the Martyrs, the connection runs much deeper, allowing them to operate weapons and equipment with greater skill, and

affording them enhanced senses.

In some of the Marines, however, the body and the black carapace began to grow deeper into each other. The nervous system became disrupted, making the recruits less sensitive to pain. It also enhanced the connections to their armour, making them even faster in combat than usual. Whilst these effects were potentially even beneficial to the chapter, the carapace continued to grow, turning from a simple connection into something akin to a nervous parasite. Marines began to fuse with the interior of their armour. Attempts were made to remove the armour by techmarines and apothecaries - all resulted in the death of the initiate in question. They were encased permanently.

Many marines, driven mad by their incarceration, tore themselves apart in paroxysms of rage. The black carapace was destroying their nervous system and causing their mental faculties to degenerate until they were nought but beasts. The last vestiges of their psycho-conditioning seemed to drive them to kill the enemy for the Emperor.

The apothecaries quickly and calmly terminated all neophytes showing signs of the mutation immediately to stop the taint spreading, as was standard procedure. It was believed by some that the threat was over until many of the chapter's veteran brothers began to fall victim to the same curse. Organs began altering wildly, changing the marines' body chemistry drastically. Almost without exception, these veterans were warriors who had fought in the campaign to re-take Lankast's Cardinal World. Some of the Apothecaries whispered that Tzeentch had cursed them for foiling his plans.

Unwilling to summarily order the execution of the Chapter's best fighters, the Heralds' Master Apothecary, Cyrus, conferred with Darius, the Chapter Master. The decision was made for the Heralds of Righteousness to withhold their 5% gene-seed tithe from the Adeptus Mechanicus whilst attempts were made to find a cure.

When the Adeptus Mechanicus realised that the Heralds were being tardy with their gene-seed tithes, a small fleet was assembled to take it by force. The Heralds' Strike Cruiser Gloriam Imperator was boarded and after a ferocious battle, several marines were taken to analyse their gene-seed. After the extent of the Heralds' mutation became apparent, the Adeptus Mechanicus petitioned for Inquisitorial support to determine just how far the mutation would be spread.

Within a week, a heavily armed warfleet descended upon Elysius. The Heralds' homeworld was ringed with sophisticated orbital defenses that gouged great holes in the Inquisition's battle-lines. The Heralds were outraged at this unprovoked attack and the chapter's fleet swung into action. The close-range engagement was bloody and desperate, both sides inflicting heavy casualties. Space was full with attack craft; the Heralds undertook decisive boarding actions, Terminator-armoured marines rampaging from ship to ship, setting explosive charges before teleporting to the next vessel. It appeared that the Heralds were about to win the engagement, until a broadcast cut across all communications channels.

The Inquisitor leading the assault, a member of the newly-created Ordo Hereticus named Tomias Kagan, transmitted an ultimatum to the Heralds. The engagement had been a feint; it had bought him the time to bring his fleet to bear upon Elysius, the most beautiful of worlds. His terms were clear. The Heralds were to surrender and submit to the Inquisition's judgement, or he would annihilate the world, his weaponry perfectly capable of turning the planet's treasures into ash.

Despite being on the verge of victory, the Heralds surrendered. Elysius was a precious treasure; it was, in a sense, the heart of the chapter, their reason for fighting to keep the Imperium pure. The Space Marines were seized and placed under arrest; Chapter Master de Payens was seperated from his honour guard and transported to the Inquisitor's ship to face the so-called 'Court of Crimson'. Stripped of his armour, the Chapter Master came face-to-face with Kagan.

A trial was convened; de Payans endured the Inquisition's ministrations for three months as Kagan utilised every tool at his disposal to ascertain the degree of the chapter's guilt. On several occasions the Chapter Master argued eloquently on his chapter's behalf, speaking for hours with a fervour and a passion that could not be denied. He spoke of the machinations of the Chaos Gods, of his strong conviction that the chapter had fallen prey to a curse.

At the end of the trial, Kagan passed a verdict. The chapter had devolved into mutants, and death was the only possible recourse under Imperial Law. The chapter would be exterminated. But the Inquisitor was not a man without a heart, and he was

moved at the plight of the chapter. As such, he addressed de Payans once more.

Death, he said, was the only sentence. But Imperial Law allowed the Inquisitor latitude as how to enforce it.

The chapter would forfeit their beloved homeworld, and would surrender the majority of their weapons, armour and accoutrements. A new founding was underway and the equipment would be donated to one of the newly-created chapters. Under Inquisitorial supervision the Heralds would be mercilessly committed to the harshest of battles; hopeless last stands, rearguard actions and suicidal assaults. The chapter would no longer be permitted to recruit to sustain their numbers, and as such, the Heralds would be exterminated by the Inquisition. It was clear to de Payans, however, that this was the only way for his marines to gain some measure of honour before their deaths. Grimly, he accepted.

Over the course of the next century, the Heralds spearheaded dozens of assaults across Imperial Space. Their deeds and actions were the stuff of legend, but were destined never to be recorded by historians. The dark taint of their mutated gene-seed prevented the Heralds from earning a permanent place of honour in the Halls of the Golden Palace itself. They were the first to fight, the first to die, the last to leave. Each marine that died wounded de Payans deeply - in a sense this punishment was the most painful that could have been devised. He began to refer to the warriors as the 'Martyrs of Elysius'. They had been cursed by Tzeentch for refusing to stray from the light of the Emperor, and they would die gladly for that choice.

Official Inquisitorial records show the last action of the Heralds of Righteousness to have been an assault against a Tzeentchian Cult on the outer fringes of the Eye of Terror. The chapter had been reduced to just thirty veteran brothers, formed into a strike force that would be called upon for the last time. Imperial Guard forces had pinned down the cultists in an imposing citadel known as the Fortress d'Escher. Repeated bombardments had made little effect; the Fortress had an extensive network of tunnels stretching deep underground.

The Imperial Guard's assaults had dissolved into fine red mist under heavy enemy fire. It transpired that the cultists had been reinforced by the cursed Thousand Sons. Given the dire nature of the situation, the ineffectiveness of the Imperial Guard, and the identity of the enemy, it was only a natural decision to summon the Heralds.

Once the Heralds arrived, the Imperial Guard staged a diversionary attack, allowing the marines to penetrate the rear of the fortress. The fighting was deadly, and nearly half the Marines had perished before they even reached the inner corridors. Inside the heretics died before blazing bolter and whirring Chainsword, with most of the Thousand Sons present at the front of the fortress to fend off the attacking soldiers of the Imperial Guard. The Heralds penetrated deep into the heart of the underground bunkers, only to be met by the Thousand Sons. It was here that the Heralds finally had the opportunity to avenge the fate that had befallen their chapter. Nothing more was heard from the Heralds. When the fortress fell silent, the Imperial Guard entered the cursed place to find a charnel-house. There were no survivors; Imperial justice had been served and all of the Heralds had died, safe in the knowledge that they were thwarting the machinations of Tzeentch once again.

Submissions

We at TCS are eager for your articles, artwork and comments. We're trying to create a publication by hobbyists, for hobbyists, and we'd love your help. If we print something you disagree with - feel free to write your own article and submit it to us!

The best thing to do if planning to submit to the 'zine woul be to contact us at the Vocates DIY Forum or email us at thechapterstandard@gmail.com.

We would suggest, however, that when submitting an article, it's best to let us have a summary of what you're planning. That way we can give you pointers, and you don't have to re-work a finished piece.

All articles will be credited to the original authors under your real names (not your forum persona!) but will be unpaid. We're doing this for the experience!

What are we looking for? Anything that deals with DIY Space Marine and Chaos Space Marine forces in Games Workshop's Warhammer 40,000 universe. That can be anything from artwork, painting guides, discussion pieces or more. It can also derive from the 40k, BFG, Inquisitor, Epic 40,000 or Necromunda Games Systems. We are primarily more interested in background material ('fluff') than in rules and games mechanics, however. Our primary focus is in giving help, guidance and inspiration to people creating DIY Chapters and looking at other issues in the DIY Community.

We look forward to hearing from you.

Questionnaire

By Christopher Sorlie

HANDLING THE INQUISITION

1. The voluptuous Sister Superior Melissa has asked you to come over to her place tonight for "tactical discussion". Do you...

...promptly but respectfully decline? (1)
...bring your area maps, battle logs and copy of the Codex Astartes? (2)
...pray for her intentions, then don dress robes and memorise a litany? (3)
...spray on some Musk, gift-wrap a large tank of promethium and get it on? (4)

2. Inquisitor Haagën-Dazs is asking your opinion on the latest Tau incursion. What's your answer?

- That they should soon be eradicated, given time to plan the operation in detail. (1)
- That your maps show their positions to be here, here, here and over there. (2)
- That faith in the Emperor will soon see us victorious, just you wait. (3)
- That they are xeno scum, and should rightfully be... look, can I just kill them now? (4)

3. Your trusted lieutenant appears to have grown an additional arm. Do you...

...ask the closest apothecary to bring his scalpel and get to it? (1)
...search your tomes for previous incidents of similar nature to set a precedent? (2)
...alert the Chaplains to bring out their ceremonial lightning claws? (3)
...award this fine, upstanding warrior an additional chainsword? (4)

4. Grey Knights appear among your ranks.

- Who are these guys? (1)
- Something must be wrong, cause that ain't Richard 'n Bobby. (2)
- It's a sign of victorious times ahead! Emperor be praised! (3)
- Can I kill them, Sarge? (4)

5. You are being charged with heretical behaviour by an obviously corrupt Inquisitor you just happened to beat at poker earlier. How do you reply?

- It must be true, because I never played no poker. (1)
- Place all facts on the table, and hope for the best. (2)
- My faith will carry me through, I am stronger than he is. (3)
- I happen to drop him out the airlock. ...Twas an accident, I swear. (4)

LEISURE TIME.

6. You arrive at the fortress-monastery after a tiresome campaign, only to find that the cleaning servitors have broken down and left three months of dust on everything.

- Not again. (1)
- There is no better way of keeping up vigilance and team spirit than this. (2)
- This is a test of our faith, and we shall stand strong through it all. (3)
- I wonder, are there any slaves or villagers nearby? (4)

7. The annual chapter feast is forthcoming, and you land the graveyard shift in the forge. Do you...

...do your duty without question or hesitation? (1)
...call in a few favours from the 10th company and attend the feast? (2)
...assume it's the Emperor's will at hand and gleefully accept? (3)
...promptly round up some servitors to step in for you? (4)

8. You fall ill after an amasec-binge with the guys in the 8th company.

- I did no such thing. It's the flu. (1)
- Oh dear Emperor, my HEAD! (2)
- This must be how the Death Company feels like. I do not envy them. (3)
- Do it again! And this time, call the Sororitas too! (4)

ACTION!

9. You are asked to support the Imperial Guard in an operation. Do you...

...promptly refuse ... they are the GUARD! Come ON! (1)
...demand full tactical control, then lead the men to victory. (2)
...accept it as the Emperor's will and thus your righteous path. (3)
...round up the conscripts and give chainsword lessons. Glory! (4)

10. You are facing a superior foe, and all around you, your men are dying.

- This seems vaguely familiar... (1)
- Call in the Thunderhawks, we are pulling out. (2)
- There is no superior foe. (3)
- Press on! Blood, death and vengeance! (4)

11. The annual inauguration of new Battle-Brethren from the 10th Company is rapidly approaching. Do you...

...oil your Bolter and iron your dress robes for the ceremony? (1)
...make sure the forge is on top of the equipment requisitions? (2)
...praise the Emperor! United we stand, Brothers in arms! (3)
...order a keg and notify the Sororitas. (4)

12. You are on the losing end of a large battle against a massive Chaos force. A Farseer of the Eldar approaches you, offering their support.

- We accept your offer, and will deal with you later. (1)
- Carefully consider our options, before declining ... we'll deal with you later. (2)
- Even talking to these morbid aliens is heresy, but we'll deal with that later. (3)
- Hey, these guys bleed! And they're coming unarmed at us! Rock on! (4)

BELIEFS.

13. Your ship enters a warp storm, and loses communications with the Imperium. Around you, your Brethren are starting to act irrationally.

- Remain in your quarters. Whatever this is, quarantine is the best solution. (1)
- Best not to think about it. Things will stabilize once the storm clears. (2)
- The lure of Chaos is strong, but Faith will overcome. Always. (3)
- Come at me, and I'll kill you, you fiend. (4)

14. You are called upon by the Librarium to help recreating some ancient scrolls and tomes that are discovered on a newly liberated world.

- Duty is duty, no matter how dry. (1)
- Not exactly what one would assume Space Marines are needed for...? (2)
- The chance to learn our glorious past first-hand is an Emperor-given gift! (3)
- Kill me slowly. Please. (4)

15. A mighty warrior clad in golden armour, followed by a large, two-headed eagle appears before you, claiming to be the Emperor reborn.

- Rrrrrrright. (1)
- Dude. This is totally fethed up right here. (2)
- Praised be the Emperor, for He walks among us yet again! (3)
- Is that armour artificer? Where's my Melta? (4)

12-20 points: You are SOMBRE!

There is no fun to be had in ruthlessly butchering the enemies of mankind, only duty matters. After all, how fun did the Emperor have when he sacrificed himself at the hands of Horus? You might want to consider taking up accounting between crusades.

21-32 points: You are STERN!

So many people have died for you over the years; the least you can do to pay them back is die for them as well. But only while looking proper grim and taciturn. There's a slight chance the Raven Guard are giggling behind your back at your acting way too emo.

33-42 points: You are PIOUS!

There is no better way of showing your love and dedication to the Emperor that to forcefully shove it down people's throats, especially those that don't want it. You talk the talk, and are usually prepared to walk the walk as well. You'd be one hell of a used car salesman.

43-54 points: You are ZEALOUS!

Enemies of the Emperor beware, for you have a righteous chainsword and you will not hesitate to use that chainsword to teach said enemies a thing or two. In between battles, there is no better thing than mutilating yourself a slight tad to prove your dedication. Lawyers kill to defend people like you.

55-60 points: You are FIERCE!

Enemies of all that is you beware, for you will kill it and if it doesn't die proper, you'll kill it again on general principle! There might be some logic to your actions hidden in your mind somewhere, but that don't matter none now, as long as you get your action time, your good. Oh, and for the Emperor and all that.

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